

ISSUE NO.  
**205**  
MARCH



GAME TRADE MAGAZINE

Darwin Bromley & Tom Uham

APR/MAY  
PRE-ORDER

ALLIANCE

\$3.99 U.S. \$3.72 CAN

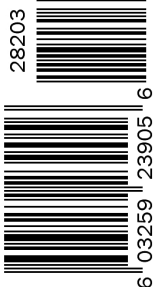
GameTradeMagazine.com

f /GameTradeMagazine

# IRON Dragon

## IN THIS ISSUE:

- STAND WITH THE MEN OF THE NIGHT'S WATCH IN *WATCHERS ON THE WALL* FOR FANTASY FLIGHT'S *A GAME OF THRONES: THE CARD GAME*!
- EMBRACE YOUR DESTINY — OR CHEAT FATE — WITH THE SECOND EDITION OF *WYRD'S THROUGH THE BREACH* RPG!



**COMING APRIL 2017!**

**MARVEL**

# GUARDIANS OF THE GALAXY VOL. 2

**HEROCLIX®**

Count down to the release of the  
Guardians of the Galaxy 2 movie with the  
**Marvel HeroClix: Guardians of the Galaxy V2 Gravity Feed**,  
featuring 11 **NEW** figures of the Guardians alongside  
their friends and foes!



SKU: 72651 (Hobby)  
MSRP: \$71.76



[www.HeroClix.com](http://www.HeroClix.com)

**MARVEL**  
©2017 MARVEL  
[www.marvel.com](http://www.marvel.com)

**WIZKIDS**  
**NECA**

©2017 WIZKIDS/NECA, LLC, and related logos are trademarks of WizKids.  
All rights reserved. Products shown may vary from actual product.  
[www.wizkids.com](http://www.wizkids.com) [www.necaonline.com](http://www.necaonline.com)

**PLAY LOCAL,  
WIN BIG!**  
[WIN.WIZKIDS.COM](http://WIN.WIZKIDS.COM)



A **FUSE** AFTERSHOCK GAME

# FLATLINE

BY KANE KLENKO



**TREAT YOUR PATIENTS  
BEFORE TIME RUNS OUT!**

## COVER STORY



### Iron Dragon

Return to a magical land of steampunk, dragons, and trains with Mayfair Games' *Iron Dragon*!

by Mayfair Games

10

## FEATURES



### A Game of Thrones: The Card Game – Watchers on the Wall Expansion

Steel Your Courage! Stand with the men of the Night's Watch in *Watchers on the Wall*, a Deluxe Expansion for Fantasy Flight's *A Game of Thrones: The Card Game*.

by Fantasy Flight Games

12



### Through the Breach Second Edition

Twist of Fate! Embrace your destiny - or cheat fate - with the Second Edition of Wyrd's *Through the Breach* RPG.

by Wyrd Miniatures

64

## GAMES

29



### EXCLUSIVES



### Tricks of the Game Trade Tip #12

by Jon Leitheusser

76



### By the Numbers – Miniature Painting Techniques Part 3

by Corey Perez & Luke Hardy

78

### COMIC STRIP

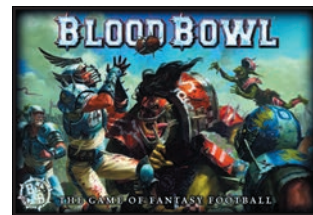


### Dork Tower

by John Kovalic

06

### REVIEWS



### Castles of Mad King Ludwig from Bezier Games

Reviewed by Eric Steiger & Rob Herman

80

### Mad City from Mayfair Games

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

82

### Mystic Vale: Vale of Magic

Reviewed by John Kaufeld

84

### Morocco from Eagle-Gryphon Games

Reviewed by Rebecca Kaufeld

86

### Blood Bowl 2016 from Games Workshop

Reviewed by Thomas Riccardi

88

# ETHNOS



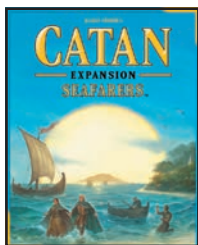
RELEASING Q2 2017

[www.cmon.co/ethnosgame](http://www.cmon.co/ethnosgame)

SPAGHETTI  
WESTERN  
GAMES



## SPOTLIGHTS



**Catan: Seafarers**  
by Catan Studio, LLC

**16**



**Flatline**  
by Kane Klenko

**20**



**Scavenging in Zpocalypse 2:  
Defend the Burbs**  
by Julie Ahern

**22**



**Fun on the Run!**  
by Mayfair Games

**56**



**Infinity: Posthumans –  
The Next Evolutionary Step**  
by Gutier Lusquinos

**58**



**The Banishing**  
by WizKids/NECA

**60**



**WordSpiel**  
by Elizabeth Mackness

**62**



**Never Enough Zombies!!!**  
by Twilight Creations, Inc.

**72**



**FAITH: A Garden in Hell –  
Ravager Prologue**  
by Burning Games

**74**

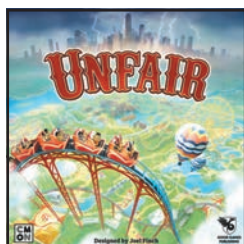


## PREVIEWS



**Star Trek: Attack Wing Faction  
& Card Packs**  
by WizKids/NECA

**14**



**Designing a Thrilling  
Park Can Be Unfair**  
by Sean Jacquemain

**18**



**Oath of the Brotherhood:  
The Chosen**  
by Alderac Entertainment Group

**26**



**Nefarious: Becoming  
a Monster Expansion**  
by Ross Thompson

**28**



**BIOTIX**  
by Curt Covert

**66**



**Delve**  
by Indie Boards & Cards

**68**



**Numenera:  
Ninth World Bestiary 2**  
by Bruce R. Cordell

**70**



**Wasteland Express  
Delivery Service**  
by Jonathan W. Gilmour

**24**

## DESIGNER DIARIES

# SUPERDUNGEON ARENA

**Rise to the challenge.  
Raze the Arena.  
Reign supreme!**



Super Dungeon® models are required to play this game. Build a warband from your existing collection, or from Super Dungeon's range of prebuilt warband boxes. Model supplied unpainted.



**Available NOW!**



**G**reetings, dear readers, and welcome to your March installment of *Game Trade Magazine*. Boy-oh-boy, do we have a great issue for you this month!

I know, I know, I say something to that effect every month, but when you collaborate with awesome folk like we do, each month is truly a treasure trove of fantastic content and sneak-peeks of what's to come in this industry we enjoy so much.

And speaking of - later this month, Yours Truly will be travelling to the GAMA Trade Show in sunny Las Vegas for four days of games, seminars, meetings, and - of course - MORE GAMES! The GAMA Trade Show has always been a personal favorite of mine - it offers a fantastic opportunity for retailers, manufacturers, distributors, and folk in-between to engage, face-to-face, all among the backdrop of some really cool displays, products, and projects from your favorite companies.

**(BEGIN SHAMELESS PLUG: Be sure to check out the Game Trade Magazine Facebook and Instagram pages during the show, March 14-16, for some cool pics! /END SHAMELESS PLUG)**



Of course, it's worth mentioning I've always considered the GAMA Trade Show as the "kick off" to convention season; before we know it, Origins Game Fair and Gen Con will be upon us! Have you made your plans yet? *Game Trade Magazine* will be at both venues, so stop by and say "Hi!" We enjoy meeting our readers and hearing your feedback.

In the meantime, please enjoy our March issue - head to the frozen north with Fantasy Flight Games' *Watchers on the Wall*, travel *Through the Breach* and explore behind-the-scenes of the upcoming *Second Edition* courtesy of Wyrld, and enter the Void and battle fantastic monsters in *WizKids' The Banishing*, among other insightful and engaging articles and product focuses. This issue is really chock-full of great stuff.

That's all for now, but as you look ahead to convention season, be like Igor in this month's *Dork Tower* below and leave PLENTY of room in your bags for all of the cool gaming swag you're bound to see (and scarf up) at this year's shows!

Have a super-fine day, and game on!

-JG

**PUBLISHER** Alliance Game Distributors

**EDITOR/ADVERTISING MANAGER** Jerome Gonyeau

**ART DIRECTOR** Matt Barham

**COPYWRITER** Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau  
jlg@alliance-games.com

All Submissions become the property of *Game Trade Magazine*, unless a return request is in writing, including a self addressed stamped envelope.

All titles and artwork are trademarked and copyrighted of their respective owners

## GTM

10150 York Road, Suite 300 • Hunt Valley, MD 21030  
Phone 443.318.8001 • Fax 410.683.7082

**WWW.GAMETRADEMAGAZINE.COM**

Call for advertising Info: 410.415.9231

© 2017 Alliance Game Distributors and respective copyright holders. No part of this publication may be reproduced without the written permission of Alliance Game Distributors

All rights reserved.

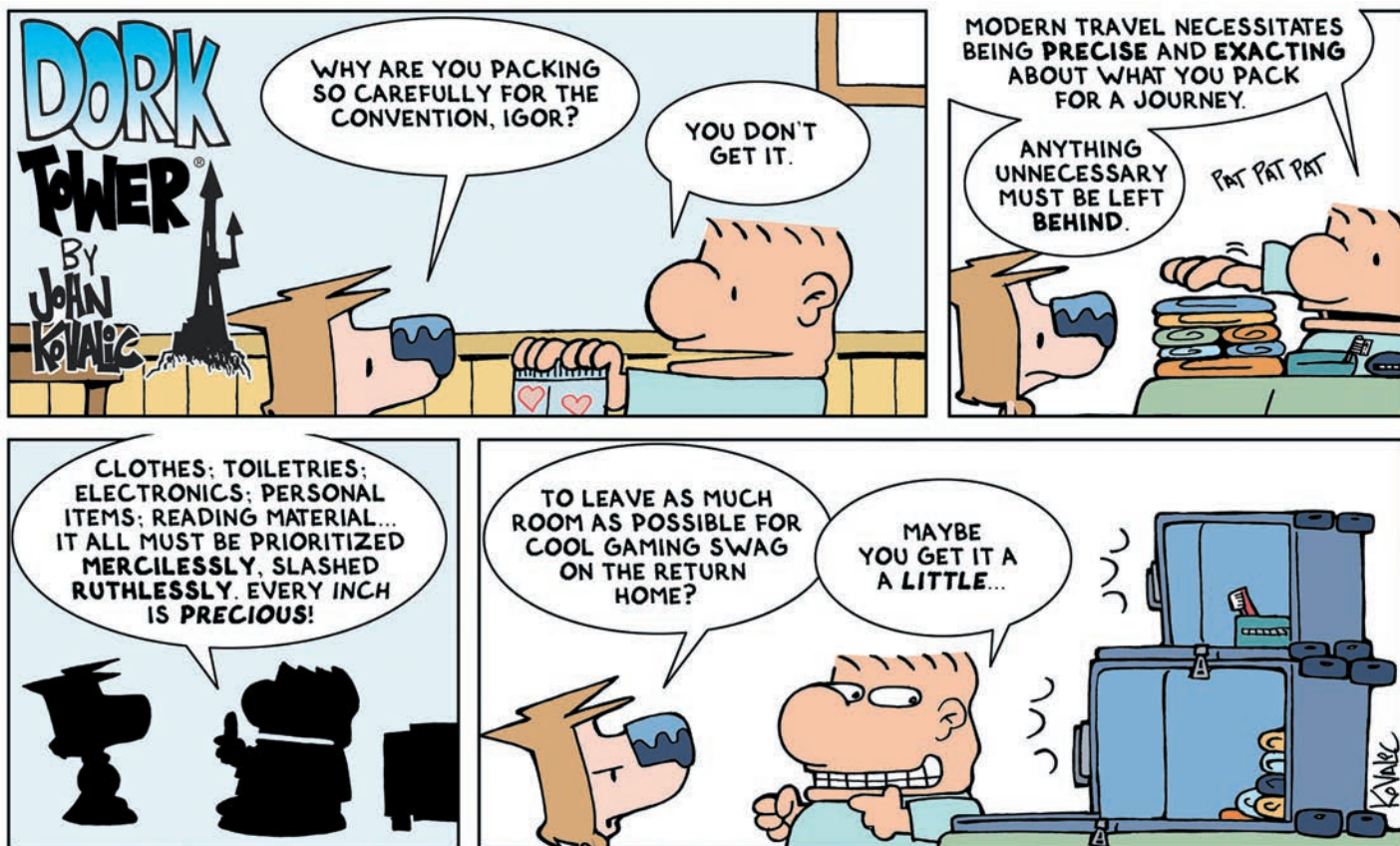
Printed in Canada.



**FOLLOW GAME TRADE MAGAZINE ON FACEBOOK**

**FACEBOOK.COM/  
GAMETRADEMAGAZINE!**

**Retailers:** For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email **m1a2@alliance-games.com**



©2017 DORK STORM PRESS JOHN@KOVALIC.COM WWW.DORKTOWER.COM

# HERE BE DRAGONS



## WHERE GAMING BEGINS...

FIVE FULL DAYS OF GAMES

## June 14<sup>th</sup> to 18<sup>th</sup>, 2017

GREATER COLUMBUS CONVENTION CENTER ~ COLUMBUS, OHIO

[originsgamefair.com](http://originsgamefair.com)

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**ALLIANCE GAME DISTRIBUTORS**

**SPOTLIGHT ON**

**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop games, reviews, game related fiction, and well contained games and game modules, along with subscription information on upcoming game releases.  
GTM 203 \$3.99

**ALC STUDIO**

**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Root").  
Scheduled to ship in November 2016.  
AUC FTZ02

**KEY**  
There are symbols and terms found throughout Game Trade Magazine that mean the following:  
**Offered Again (O/A)**  
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.  
**PI**  
Your store will set the price for all items labeled "PI". Check with your retailer.

**GAMES**

**INFLATABLE WW2**  
Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
AUC #HSH0003 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
AUC #HSH0001 \$10.00

**89MM SHELL (USED BY THE TIGER 1)**  
AUC #HSH0002 \$15.00

**SPOTLIGHT ON**

**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Sarah and his Labyrinth, or will the Goblin King turn her into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.  
AUC #HLAB001 \$30.00

**ALDERAC ENTERTAINMENT GROUP**

**SPOTLIGHT ON**

**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Uld. The druidic clan are now harnessing the power of arcane magic to resist the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC EXPANSION**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC EXPANSION**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC EXPANSION**  
AEG 5864 \$29.99

**ASMODEE EDITIONS**

**DEUS: EGYPT EXPANSION**  
Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 95 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to swap out entire groups, or use the entire new deck on its own. Scheduled to ship in December 2016.  
ASM DEU02 \$29.99

**ATLAS GAMES**

**OFFERED AGAIN**

**O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)**  
R'lyeh is a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and various madmen, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a precious idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!  
AUG 1370 \$14.95

**AVALANCHE PRESS**

**KOREAN WAR: COUNTER ATTACK**  
Korean War Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.  
APL 0329 \$39.99

**PANZER GRENADIER: KOREAN WAR - COUNTER ATTACK**  
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, well-trained forces ranging northward and other units landing by sea at Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.  
APL 0329 \$39.99

**BATTLEFIELD PRESS**

**D&D EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG**  
Celebrating 30 Years of Nihon's Manga Craze! Ninja High School is just your average high school, but living in Onigawa, your ninja-obsessed small town, then, two lovely young ladies enter his life. Akiko "Akiko" Kobayashi, heir to a ninja clan, and Princess Aoi of Sakai. Both are silent on marrying him for their own benefit. Can Iwami survive their affections and weaponry long enough to take their Onigawa quest on Friday? Based on the fan-favorite anime series created, written, and illustrated by Ben Dunn and powered by the D&D System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magician. Scheduled to ship in December 2016.  
S2P BPH451 \$39.95

**BATTLEFRONT MINIATURES**

**DUNGEONS & DRAGONS: STORM KING'S THUNDER**  
Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF 71053 \$40.00

**THE PRINCESS AND THE GOBLIN**  
Based on the memorable children's tale by George MacDonald Young, Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain, half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! They will just threaten the king and his palace and, of course, Irene. Can you uncover the path home, or will the goblins catch you in The Princess and the Goblin, a Game of Daring Escape? Scheduled to ship in December 2016.  
MIP BWK051 \$24.00

**BEZIER GAMES**

**NEW YORK SLICE**  
Slice! Chisel! Eat! You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one dice at a time! Scheduled to ship in January 2017.  
PSI BEZNYSL \$29.95

**BELLWETHER GAMES**

**DROP SITE**  
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As coordinates of aid shift frequently to matching targets on the ground, will your opponents cause your packets to be half-scheduled to ship in November 2016.  
MIP BWK011 \$10.00

**BRAIN GAMES**

**GAME OF TRAINS**  
Be the first to get your trainees into the academy, no matter what order in Game of Trains! Scheduled to ship in August 2016.  
RGP 3175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

Would you like to receive Game Trade Magazine delivered directly to your home? Subscribe at [Store.GameTradeMagazine.com](http://Store.GameTradeMagazine.com).

Follow us on Facebook: [www.facebook.com/GameTradeMagazine](http://www.facebook.com/GameTradeMagazine)

Follow us on Instagram: [www.instagram.com/game\\_trade\\_magazine](http://www.instagram.com/game_trade_magazine)

Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)

# The Dragon Roars Back in

## IRON DRAGON

MFG 4607 ..... PI | Available April 2017!

*"It was perhaps naïve of us to believe that our time of peace and calm, which had lasted for decades since the Great Peace was signed, could last forever. You will forgive us that hope. Needless to say, it did not last. In fact, our adversary had been watching us for years, waiting for her time to strike. Of her ultimate goals we can only guess, but her actions were crystal clear: the destruction of our burgeoning railways at any cost."*

**Archmage Gaelwyth Grae,**  
lecture to the Wizards College of Wikkedde

The classic *Empire Builder* series of train games has taken players around the world and beyond — from North America and Australia, Europe and Japan, to India and even the Martian desert. And soon, players will be able to return to a magical land of steampunk, dragons, and trains with *Iron Dragon*!

After a century of hardship and war, the lands of Darwinina are beginning to recover. Elves, dwarves, and men are finally beginning to repair their shattered world. To do so, they will need to rebuild what was lost: the great rail networks and the mighty Iron Dragons that ride them. You have been tasked with overseeing one phase of that reconstruction. Will you be able to rise to the top and best your fellow engineers, building the greatest transportation network in all the land?

*Iron Dragon* is a fan-favorite addition to Mayfair Games' classic *Empire Builder* series of crayon rail games. In these games, players use erasable crayons to create trade networks and then draw demand cards, instructing them as to what goods the cities need, making deliveries, and (hopefully) winning the game by being the first player to reach a predetermined amount of money.

While most of the *Empire Builder* games are set in real world environs, a few are rooted in fantastic locales, like *Iron Dragon*, which takes place in a steampunk fantasy realm where great trains of dwarven design race across a magical land.

Given its fantasy setting, players trade goods they're familiar with such as cattle and fruit, but also more exotic goods. For instance, the cities of Darwinina require wands and spells for magical warfare, while animals from mundane sheep to exotic dragons are in high demand across the lands. Luxury goods are also extremely lucrative, whether they are the finest underground ale or a strong Halfling pipeweed.

Players draw demand cards to receive delivery assignments, which detail the goods that are in demand as well as the price a city is willing to pay for said item. Once a player successfully moves a train to the listed location, they receive compensation as shown on the demand card.



Along the way, players will have to contend with random events that add a measure of uncertainty to their carefully constructed logistical plans. For example, the "Elven Antirailroad Activists Attack!" event prohibits trains from moving through forests, as well as prevents any train from leaving the elven kingdoms of Glyth Gamel or Silvarre.

*Iron Dragon* also introduces the concept of foremen to the *Empire Builder* series. As a fantasy world, the game features numerous exotic species, including orcs, wee folk, trolls, elves, catmen, and, of course, humans. Each of these species has a preferred terrain and can make building in those regions easier. Dwarves, for example, are adept at building track through mountainous terrain. Throughout the game players can exchange one foreman for another, but there's a cost attached, so they must balance how much a foreman can save them versus the cost of the new hire, which is 1 gold piece (GP) for the top foreman, drawn from the draw deck or the discard pile, or, alternatively, players can pay 5 GP to search through the deck and retrieve a foreman of their choice. As always, plan carefully!

The main play area of *Iron Dragon* is a "new world" discovered and settled by a culture on the other side of the ocean. Part of the "old world" appears on the map giving players another avenue for trading their goods, if they're willing to brave the uncertainties of a sea



voyage. However, players don't buy ships, but book passage on whatever vessel is in port when they arrive. If players aren't satisfied with the ship available to them, they can wait a turn for another to dock. Once they find a ship they like, players pay the listed cost and load their entire train on board, moving a certain number of spaces over the water terrain each turn, either to the old world or to a port elsewhere in the new world. While this can greatly shorten a voyage, or offer a new avenue for trade, players need to be careful as their main avenue for transporting goods is the building of rail networks, so the use of ships is a tactical decision that must not be overused.

Players can also pass through the 'Underground', the dangerous area where denizens such as the dreaded orcs thrive. Each turn a train spends underground they must pay a bribe to an orcish overseer, making this travel particularly expensive, especially for longer journeys. Players who wish to make extensive use of the Underground should consider hiring an orcish foreman, who removes the need to pay these bribes and will even collect bribes from other players!



To win the game, a player must connect seven of the eight major cities to their rail network and possess 250 GP. Once a player gains 250 GP, the current round is completed, GP is tallied, and the player with the most money is declared the winner. Note, for the purpose of winning the game, only cash on hand is counted, not money spent building track or hiring ships.

We hope you enjoyed our preview of Iron Dragon and you will visit the wonderful and fantastic world of Darwinia when the game re-releases in 2017!

...

**About Iron Dragon:** Iron Dragon was designed by Darwin Bromley, Tom Wham, and the Empire Builder Design Team for 2-6 players, ages 12 and up. Games take between 2-4 hours to play.

# A GAME OF THRONES™

## THE CARD GAME

### WATCHERS ON THE WALL EXPANSION

Watchers of the Wall Expansion

GT22 | \$29.95 | Available 1<sup>st</sup> Quarter 2017

Far in the northern reaches of Westeros, the Wall guards the Seven Kingdoms from the terrors that lurk beyond. Hordes of Wildlings, ravenous wights, and the ghastly Others are all eager to pass the Wall and wreak destruction in the south. All that stands in their way is the Wall and the men of the Night's Watch. Soon, your players will be able to pledge their allegiance to the Night's Watch and speak their vows with the *Watchers on the Wall* deluxe expansion for *A Game of Thrones: The Card Game*.

Like previous deluxe expansions, *Watchers on the Wall* places the spotlight on a single faction—the Night's Watch. Within this box, players will find cards to support new and existing deck types, whether they're stealing characters from their opponent's discard pile or finding new ways to defend The Wall (*Core Set*, 137). Of course, although the Night's Watch receives most of the attention, every other faction receives new non-loyal cards, opening the doors for crafting decks and forging alliances. Finally, this expansion offers seven new plots (including one loyal to the Night's Watch), ensuring that every player has something to gain from this expansion.

### THE FIRE THAT BURNS

If the Night's Watch is known for anything, it's defending the Wall, and the faction plays to this strength in *A Game of Thrones: The Card Game*. Rather than gaining most of their power from winning challenges, many Night's Watch players prefer to defend The Wall, stopping their opponent's challenges and triggering The Wall to gain power. With the *Watchers on the Wall* deluxe expansion, it's only fitting that the Night's Watch gains some new tools to help them keep the Wall standing.

One of the first characters players will find in this expansion is a new version of Old Bear Mormont (*Watchers on the Wall*, 3). The Wall is only as strong as the men that stand atop it, and there are few characters better at conscripting new recruits than the Old Bear. Whenever a player wins a challenge in which Old Bear Mormont is participating, he can choose any non-unique character in the losing opponent's discard pile, and put it into play under his control! In many cases, Old Bear Mormont can completely dissuade enemy challenges, for fear of swelling the ranks of the Night's Watch with defected characters.



GTM MARCH 2017



Enemies who do come within range of the Wall will be forced to contend with the Night's Watch defenses, such as Catapult on the Wall (*Watchers on the Wall*, 20). This mighty attachment costs three gold to play, ranking it among the most expensive attachments in the game. Its effect, however, can be truly awe-inspiring. As an **Action**, a player can kneel Catapult on the Wall and the attached character to choose and kill an attacking character with a STR of four or less. Though the attached character will be out of commission for the next round, the ability to kill an attacking character on command is certainly powerful enough to include Catapult on the Wall in a player's deck.

The Night's Watch faction gains powerful new tools in this expansion, but other factions gain plenty of ways to combat the Night's Watch. For instance, House Greyjoy gains a new character—Salt Wife (*Watchers on the Wall*, 27)—that a player can sacrifice to prevent a character from defending challenges, giving a band of reavers the perfect opportunity to slip past The Wall. Or, a House Greyjoy player may play Raiding the Bay of Ice (*Watchers on the Wall*, 28) after he wins a challenge as the attacking player. By playing this free event and kneeling a **Warship** location, a player can choose one of his opponent's locations and put it back on top of its owner's deck, forcing them to draw and play it again or exposing it to be discarded by pillaging warriors.

Players may even turn to the **Wildlings**, the age-old enemies of the Night's Watch. Rattleshirt (*Watchers on the Wall*, 39) can slip past any defenders that aren't



equipped with attachments, making him perfect for scaling the Wall and bringing down the Night's Watch. No matter how players decide to besiege the Wall, *Watchers on the Wall* has the tools to help them do it.

## PROTECT THE SEVEN KINGDOMS

No one can stand apart from the game of thrones—not even the men of the Night's Watch. It's up to every player to decide if they will guard the Wall or tear it down. Players can speak their vows with the *Watchers on the Wall* deluxe expansion, coming soon for *A Game of Thrones: The Card Game*!

...

[WWW.FANTASYFLIGHTGAMES.COM](http://WWW.FANTASYFLIGHTGAMES.COM)

© 2017 Fantasy Flight Games & George R.R. Martin. A Game of Thrones is a TM of George R.R. Martin. Fantasy Flight Games, the FFG logo, Living Card Game, LCG, and the LCG logo are ® of Fantasy Flight Games.



# STAR TREK™

## ATTACK WING

Hailing on all frequencies! WizKids' highly recognized tactical combat miniatures game, *Star Trek: Attack Wing*, will be receiving a much-anticipated refresh to the base game and a new configuration for the game product line.

Originally launched in 2013, *Star Trek: Attack Wing* utilizes the FlightPath™ maneuver system and features collectible, pre-painted ships from the *Star Trek* Universe. In the game, players command their fleets in tactical space combat and customize their ships with captains, crew, weapons, and tech. Offering numerous expansion packs (over 90+ at the date of this printing), and loads of unique in-store events, WizKids has provided a great deal of exciting play from the *Star Trek* Universe for fans of the franchise, and now we're learning they're primed to give players even more.

So, what's coming? WizKids will be releasing a digital version of the revised *Star Trek: Attack Wing* rulebook. The rulebook will feature refreshed rules that incorporate rulings and FAQs previously released online, providing an up-to-date, comprehensive resource for players. The revised rulebook will also be available as a free digital download for all players on WizKids' official website ([www.wizkids.com](http://www.wizkids.com)) later this spring. Most importantly, all previously released *Star Trek: Attack Wing* products will be compatible; no products will become obsolete in conjunction with this update. Live long and prosper, as they say!

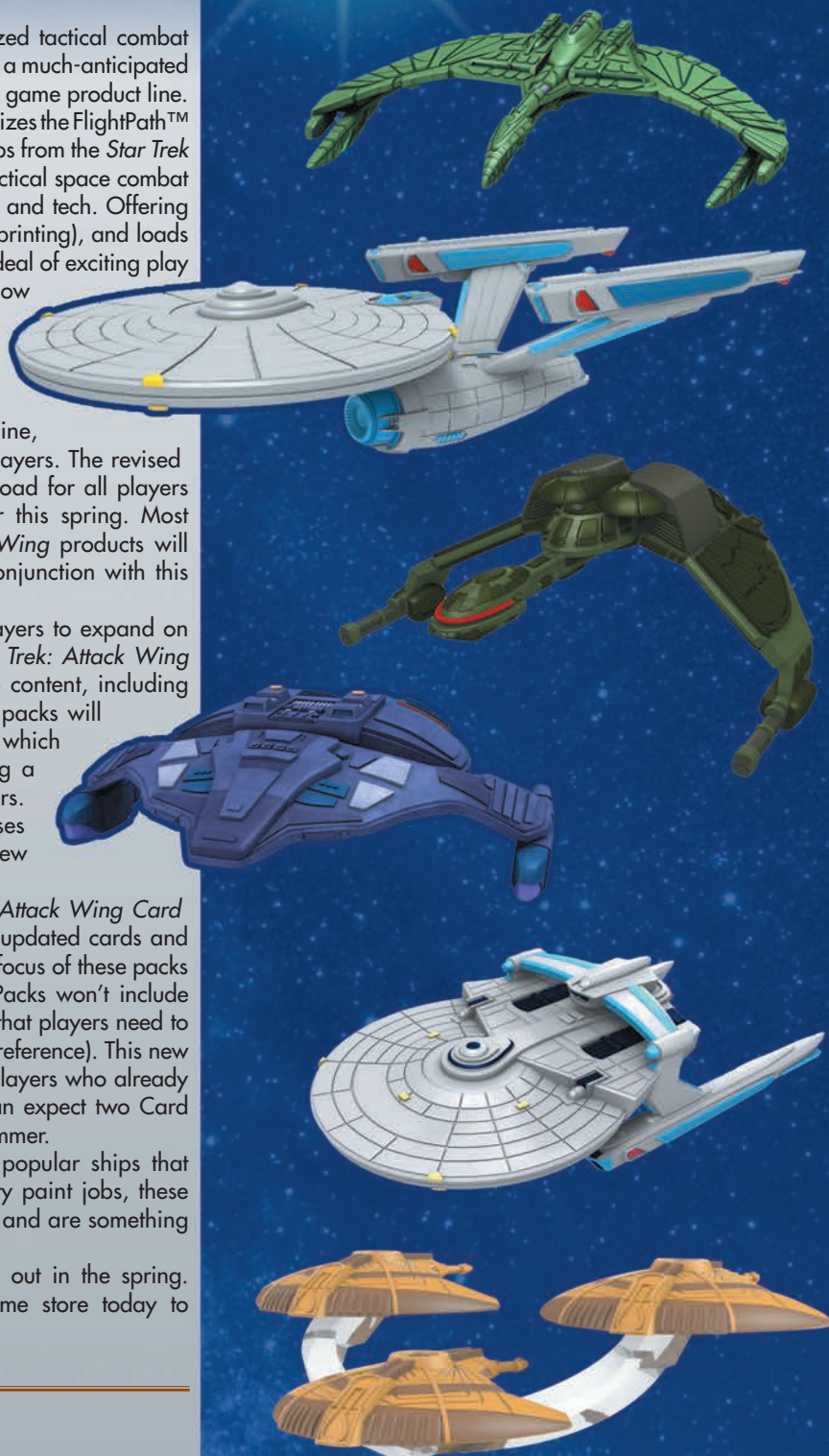
WizKids will also be offering two new ways for players to expand on their game. The first new expansion format is the *Star Trek: Attack Wing Faction Pack*. Faction Packs will contain all-new game content, including four new ships and around 30-cards per pack. These packs will offer a ready-to-field fleet of ships from the same faction, which will allow new players to field a team while providing a lower price point (per ship) to new and veteran customers. Faction Packs will be launching in the fall, with releases for both the Romulans and The Dominion, followed by new releases every other month.

The second expansion format will be the *Star Trek: Attack Wing Card Pack*, which will include mostly new content with a few updated cards and tokens here and there. As the name implies, the primary focus of these packs is the cards and their associated tokens. While Card Packs won't include ship models, they will note the previously-released ships that players need to purchase (if they don't already own the ships their cards reference). This new configuration will offer a more cost-effective option for players who already have many copies of an existing ship sculpt. Players can expect two Card Packs to be released every other month starting in the summer.

Players will be excited to see the return of many popular ships that have been out of stock. Featuring updated, high quality paint jobs, these "reprints" are sure to add sizzle to every player's game and are something not to be missed!

The new line-up and configuration will start rolling out in the spring. Resistance is futile, so contact your friendly local game store today to pre-order your very own new Faction and Card Packs!

...



# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### WHAT WILL YOU FIND IN DUNWICH?

Grab your flashlight, grab your .45, and dig up the hidden secrets of Dunwich. *Blood on the Altar* is the third Mythos Pack in *The Dunwich Legacy* cycle for *Arkham Horror: The Card Game*.



### BLOOD ON THE ALTAR MYTHOS PACK

Arkham Horror The Card Game: Blood on the Altar Mythos Pack | AHC05 | \$14.95

FANTASYFLIGHTGAMES.COM

© 2017 Fantasy Flight Games. Arkham Horror, Living Card Game, LCG, LCG logo, Fantasy Flight Games, and the FFG logo are ® of Fantasy Flight Games.



# CATAN

## EXPANSION

### SEAFARERS™

For 3-4 players. Ages 10+. Playing Time: 75 Minutes.

So, you have played base *Catan*™ and are ready for more? Your next step should be to venture out into the wild, unknown waters that make up the setting for *Catan: Seafarers*™. *Seafarers* is the first *Catan* expansion, and it has been refined and fine-tuned through almost two decades of play and development. We are revisiting this classic game, because 2017 will feature a *Catan* expansion that uses both *Catan* and *Catan: Seafarers*.

In *Seafarers*, your ships explore the uncharted seas that surround *Catan*. The path to victory lies with the clever use of trading, development, and productive shipping lanes. The best strategy and a dash of luck will decide who will be the undisputed ruler of the Isles of *Catan*.

In *Seafarers*, you gather resources, expand, and build just as in a normal game of *Catan*. However, *Seafarers* prompts adventurers to play on islands separated by sea hexes. This requires a number of new mechanisms.

## Ships

For one wool and one lumber, you can build a ship on the edge of a sea hex—just like a road on the edge of a land hex. You may build a settlement on a land intersection using the same rules with ships serving the same role as roads. Roads and ships may only be adjacent and connect at settlements/cities. “Longest Trade Route” (i.e., Longest Road) can include ships and roads. Unlike roads, a ship at the end of a chain of ships can move.



## The Pirate



In addition to the Robber, *Seafarers* includes a “Pirate.” When you would normally move the Robber to a land hex, you may instead move the Pirate to a sea hex, and steal from a player with a ship adjacent to the Pirate. A ship adjacent to the Pirate may not move. You may not build a ship adjacent to the Pirate.

## Gold Fields

*Seafarers* also introduces a new terrain: gold fields. A gold fields hex produces your choice of resource.

## Scenarios

*Seafarers* provides nine scenarios with different set-ups for three players and four players. Each provides a unique board setup, special rules, and different victory conditions. Eight of these scenarios can be linked in a grand campaign.

Victory requires 12-13 or more VPs. Some scenarios award special victory points for activities like settling new islands or establishing trade routes. Some scenarios include “unexplored territory” that gets filled in as the game progresses.



## Basic Strategies

Most of the basic *Catan* strategies are also applicable to *Seafarers*—increase your production as much as fast as possible, watch out for opponents blocking you from prime building sites, etc. However, there are some significant factors you should also keep in mind.

Weigh harbors a bit more when setting up. Start a ship if starting on the coast. Wool and wood are more important than in base *Catan*. Be flexible, getting to 12 VPs requires more sources and time. There are many other factors to consider—which we will explore in a later article.

# BRING CATAN®!

*Catan™*: a tiny tote provides a rich Catan experience.

*Struggle for Catan™*: a light card game that pits you against your fellow players.

*Catan: Dice Game™*: perfect on the go or on a roll.

## Wherever you go Catan is there!



**CATAN**  
STUDIO  
catanstudio.com

**CATAN**  
catan.com

Copyright © 2017 Catan GmbH and Catan Studio, LLC. Catan Compact Edition Traveler, Catan, The Settlers of Catan, and the "Catan Sun" mark are trademark properties of Catan GmbH (www.catan.com). All rights reserved.

# DESIGNING A THRILLING PARK CAN BE UNFAIR

## UNFAIR

COL UNF001 ..... \$39.99 | Available April 2017!

What could be better than a nice, friendly game based around building your very own theme park? Looking at the cute art and playful components of *Unfair* from CMON and Good Games Publishing, it might seem like a light strategy game, but you'll learn very quickly how cutthroat the world of amusement park management can be!

The goal of *Unfair* is to build the most beautiful and exciting theme park, attracting more customers than the competition over eight rounds. More customers means more money, and the player with the most cash at the end of the game wins! Starting with a simple main gate, you'll build rides like rollercoasters, Ferris wheels, and waterslides. Then, deck them out with comfortable seating, air conditioning, and special themes. Each new ride and feature that you add comes with a cost attached to it, but the cooler you make your park, the more people are going to want to come and spend money there.

Though, a well-rounded park is about more than just rides. Building attractions like theatres, restaurants, and haunted houses will really get those turnstiles humming. And what would a theme park be without staff? You'll want everyone from ticket takers, to maintenance workers, to out-of-work actors who are willing to wear the hot and cumbersome costume of a licensed character.

Each round in *Unfair* is broken into four different steps. In the Events step, you gain Event cards, and the City Event is revealed for the round. Early in the game, the City Event is often something helpful that might benefit some, or all, of the players. But in the second half of the game, things get a bit more serious. City Events start to punish and handicap everyone. This step is also when you can use Event cards, which give you two options to activate. One will always be a benefit for you, and the other will allow you to punish other players in a thematic, but jerky, fashion.

In the Park step your grounds actually start to take shape. You can add rides and attractions, and deck them out with features, making them bigger draws for the thrill-hungry crowds. You can also hire new staff for your team and spend actions to draw cards or demolish parts of your park to make way for something better. And as a last, desperate act, you can scour the ground beneath your rides in the hopes of finding loose change that has fallen from your customers' pockets as they're being whipped around and tossed high above your head.

Once you've hired staff, decked out rides, and scrapped up any of that spare change, the Guest step begins. You finally get to open the doors to your park and welcome in the customers. You receive coins equal to the amount of guests you attract, plus any bonuses you might have earned that round.



Finally, the Cleanup phase has you sweep any unused cards and set up the board for the next round.

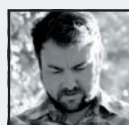
*Unfair* quickly lives up to its name. From surprise inspectors shutting down rides, to headhunters stealing staff, to drunken hooligans trashing attractions. It has a strong 'take that' mechanic that allows you to mess with an opponent's carefully crafted plans. In fact, *Unfair* encourages it! As you struggle for amusement park dominance, the game never loses its sense of humor. From the art, the flavor text on the cards, and the rollercoaster ride that actually playing the game can be, it's evident that designer Joel Finch and artists David Forest and Lina Cossette were having a heck of a lot of fun making it.

Included in the base game are six different theme packs: Jungle, Pirates, Robots, Gangsters, Ninjas, and Vampires. You add one theme for every player, allowing you to create some interesting combinations. Each pack contains rides, attractions, and events that work for the different themes, such as a swinging pirate ship ride or a jungle boat cruise.

*Unfair* gives you a great sense of pride as you develop your park from nothing to a glowing monument of nostalgia and rolling metal. Cherish those moments because it won't be long before an opponent, or the game itself, will try and destroy everything you've worked so hard for. It's a great deal of fun to battle back and forth and never once feel bad for messing someone else up. That's when you have to tell yourself it's not just a case of bad luck, it's downright unfair! Get your ticket to a land of amusement when *Unfair* arrives at your FLGS in April 2017.

...

Sean Jacquemain is a Content Producer for CMON and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.





BRUNO CATHALA 卐 MARC PAQUIEN

# YAMATAI

Take your place among the  
finest builders of Yamatai and  
compete to construct the  
jewel of the archipelago.

DO8601 | \$59.99



**DAYS OF  
WONDER**

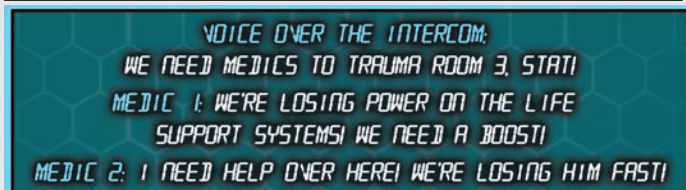
TM & © 2017 Days Of Wonder.



# FLATLINE

## FLATLINE: A FUSE AFTERSHOCK GAME

RGS 00565 ..... \$50.00 | Available March 2017!



The flames are subsiding, the smoke is clearing, but your work is just beginning. You and your crew survived *FUSE*, but there's significant damage to your ship, there are injuries among your crew members, and the life support systems are failing! As the ship's Medics, you must work together to treat the injured crew, while dealing with other emergencies that are occurring at an unrelenting pace. You must work together, against the clock and against all odds, to treat all your patients before time runs out!

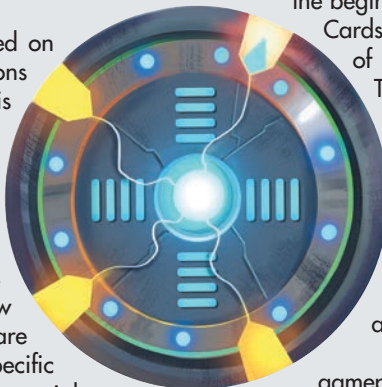
*Flatline* is the follow-up game to the highly successful, realtime cooperative game *FUSE*. But don't let that fool you. *Flatline* is not just a slight twist on the *FUSE* mechanics, but instead it is a completely new game that offers a brand new play experience.

I like to think of *Flatline* as the reverse of *FUSE*. In *FUSE*, there's a common pool of dice that players are drawing from to complete their own personal bomb cards. In *Flatline*, everyone has their own pool of dice, but they must work together combining their dice to treat patients and deal with emergencies on a common board. *Flatline* is a bigger game than *FUSE*, and will require even more coordination between the players. With a large board, 29 different emergency cards, 40 custom dice, 20 large patient tiles, and a power supply that is constantly draining, players have their work cut out for them.

Instead of setting players against a single 10-minute timer, *Flatline* is broken up into several rounds. Each round players will have time to discuss a strategy based on the current state of the board, then take their actions racing against a one-minute timer. The tension is high, and with the ability to take a breather and re-assess the situation every round, players are in constant communication with each other.

On the board are four different patient pods, each with a patient requiring treatment using specific medical equipment. It just so happens that you have this equipment on your dice (How convenient!). The icons on the patient tiles are separated into different sections, and require a specific number of players to play their dice there. One area might call for only one person to place dice, while another needs exactly two players to combine their dice to treat the patient. Another spot may require all players to contribute.

Unlike other realtime dice games where you roll your dice, frantically looking for the correct result, in *Flatline*, players only get one dice roll per round! This makes the game more about the



communication between players instead of just speed. While you need to be fast, more importantly you must work out the best combinations of dice between the players and get your dice down on the board. But, what if you have a bad roll and aren't able to get what you need? There's a re-roll track on the board, and depending on the number of players, you'll have a certain number of re-rolls each round as a team. However, allowing one player to re-roll a die requires another to sacrifice one of their dice for the rest of the round. Nobody ever said treating patients after explosions on a spaceship would be easy.

You might be thinking to yourself, "That doesn't sound too hard. Roll some dice, dialogue with the other players, put the dice on the board, win!". If only it were that easy. While all of this is going on, there are other emergencies to deal with. At the beginning of each round a certain number of Emergency Cards are revealed from a deck and placed along the edge of the board, next to spaces numbered 1 through 6. Then two dice are rolled, activating any Emergency Cards in those spaces. As you may have guessed, emergencies are *bad* for you. All manner of insidious things could occur, like making all players lose a die for the round or sucking power from the life support systems. Technically, you don't have to deal with these emergencies to win the game, but if you ignore them, they'll get out of control quickly and make the game even more difficult to win.

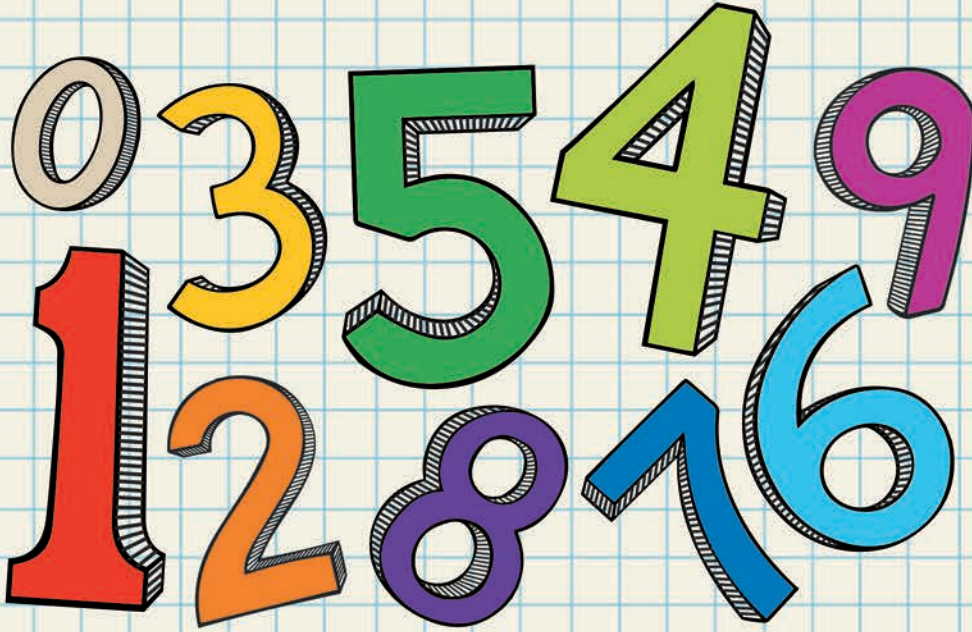
*Flatline* is a game that offers new and exciting gameplay for fans of *FUSE*, but even more importantly, it is a completely new game. If you're ready for an intense, cooperative experience, gather your team and meet us in the Medical Bay!

...

Kane Klenko is the designer of *FUSE*, *Covert*, and *Dead Men Tell No Tales*.



# MATH FLUXX<sup>®</sup>



Can you find the combination of numbers to match the Goal? There's no need to feel divided about it: add Math Fluxx to your game collection right away and multiply your fun!



## AN EXPANSION FOR *JUST Desserts* **BETTER WITH Bacon**

### Everything is Better with Bacon, even Just Desserts!

Looney Labs' hit game of serving sweets brings a little savory into the mix with this 10 card expansion pack. Better with Bacon features six new edibles and four new customers. This expansion proves that Just Desserts is definitely Better with Bacon!



# SCAVENGING IN ZPOCALYPSE 2 DEFEND THE BURBS



## ZPOCALYPSE 2: DEFEND THE BURBS

PSI GNEZB01 ..... \$59.95 | Available February 2017!

Between Zach and I, both diehard RPG players, it's not surprising that our maiden game, *Zpocalypse*, had a lot of world-building story elements. The most prominent were the cards for the 'Scavenging Phase'. It was also one of the elements of the initial game that was well received, but after time, players wanted more content. There are 16 locations in the original deck. With four players, that's four rounds before repetition starts.

The problem with diversifying locations was that it would also mean adding cards. If you haven't noticed, *Zpocalypse 2: Defend the Burbs* is already a card-laden game. We tried a lot of different iterations, but what it boiled down to was this — to expand the world, we'd need to have a story book. This opened up a lot of new possibilities which I gleefully tromped through in those first few weeks. The notion that our survivors have traveled from a bombed-out city, and are searching for a haven — a central location to call home, sweet apocalyptic fortress was the central concept. We finally settled on the four cardinal compass points with six destinations at each point for a total of 24 locations. Why six you ask? One for each face of the D6 used in the game, naturally.

Here's how it works:

Scavenging, like all the tasks in the game, is no longer a set phase. Instead, during the day each player may assign their survivors to different task choices. Players rotate through all their survivors until each has an assignment, which vary from patrolling the base, to healing/resting, crafting, and scavenging. This means that instead of your squad going out to scavenge, there's a party that can be a mix of multiple player's survivors.

Once the cardinal direction is agreed on (let's say North to the downtown area), then the leader rolls a die and picks the location based on the roll (for this example it was a 'four' and we end up at the car wash). Based on what happens there, you'll have a choice of either using one of two skills: Sneak or Mechanic. If any of your survivors have that skill, they will have a higher probability of winning that roll. Naturally, success leads to better loot, and failure to higher zombies on the tracker (bummer!). Looking at the survivors, they have a range

of skills, and a diverse number of skills among your party means a better chance of improving the stats of your success roll. One other notable about locations is that each area has a higher concentration of different kinds of loot. Some may have more survivors to rescue, while other more food. It's up to you to determine which locations have the stuff you're looking for.

With more space to write in a story book, we were able to incorporate these new survivor skills, as well as add an extra choice to branch out the storyline before moving on to the success/fail track. The far locations (the ordinal points on the map) add another 12 spots that are higher in risk/reward, and also add a nod to the original locations in the city. We also created another 24 for the Wastelands that are more treacherous and not as upscale as the swanky places you'll find in the suburbs. One of the things we were also able to work into *Zpocalypse* using these scavenging locations is the timeline of this alternate world. In *Zpocalypse*, you're starting to see mutations and their effects in highly radioactive areas. Also, it appears some form of government has survived — perhaps because they were the cause in the first place?

Because we were determined to take the writing content off cards and put them in the book, it enabled us to delve deeper into the haunted landscape for your game-playing pleasure. May it give you nightmares.

...

*Julie Ahern is the Lead Creative Writer and a Director at Greenbrier Games. Once a bright, naive thing, Julie wanted to make a non-educational board game with friends — one that didn't involve Ellis Island, learning to read a map, or the wonderful world of multiplication. She emulated what actors who want to break from their known role do — as drastic an opposite character as the indie world will present them. Following that glorious tradition, she helped make a game about zombies. Her jump didn't work as expected — she was called the zombie lady after that, and in subsequent games still researches history to create alternate timelines. Also, she laughs at the thought she would get away from maps and basic math facts.*



# A GAME OF THRONES

THE CARD GAME

## WATCHERS ON THE WALL EXPANSION

# JOIN THE WATCH



A Game of Thrones The Card Game:  
Watchers on the Wall Expansion | GT22 | \$29.95

FANTASYFLIGHTGAMES.COM

© 2017 Fantasy Flight Games & George R.R. Martin. A Game of Thrones is a TM of George R.R. Martin. Fantasy Flight Games, the FFG logo, Living Card Game, LCG, and the LCG logo are ® of Fantasy Flight Games.

# WASTELAND EXPRESS

## DELIVERY SERVICE

### WASTELAND EXPRESS DELIVERY SERVICE

PAN 201701 ..... \$79.95 | Available May 2017!

*Wasteland Express Delivery Service* is a game I am extremely proud of and can't wait to get into player's hands everywhere. It's been in development in various stages for half a decade, and I think the balance between thematic, story driven elements and well-balanced Euro-economy is going to appeal to gamers of all stripes. I think taking on the role of drivers for the last delivery company on Earth is going to be one of gamer's favorite activities in 2017.

It was three years ago when I first talked to Matt Riddle and Ben Pinchback (co-designers of *Wasteland Express Delivery Service*). Originally, I just wanted to fanboy out about how much I loved their game *Fleet*. The discussion quickly turned to how we lived within driving distance of each other, and how cool it would be to work on something together. We discussed some potential projects. We chatted about game designs I felt stuck on, some they were stuck on, and some new game ideas. Several Skype calls later, we decided that they would send me the files for a game they were working on called "Space Vikings".

After receiving the prototype, I spent a couple days reading through the rules, pouring over the components, and thinking about what "just didn't feel right" about the game. Ben and Matt both agreed that something wasn't quite clicking.

Then, it dawned on me: there was a slight crack between the mechanics and the theme. So, I started poking and prodding at that crack, exploring it to see what I could do with their already awesomely sound mechanics. I felt like "Post-apocalyptic pick up and deliver" sounded like something I really wanted to play, so I sent them back a concise email: "Wasteland Truckers."

Matt's reply: "All in. I think post-apocalyptic trucking is great! Adding factions and Ameritrash elements and combat is exactly what the design needs." Ben's reply: "Ya I'd rather do post-apocalyptic than space, too. I actually hate space. And *Fallout 3* is one of my Top 5 video games of all time."

From there, I worked on a revision to the game, tested it with my local playtesting group, revised it, then planned a meeting with Matt and Ben. Thus began our tradition of meeting at Panera Bread, somewhere in the middle of the three of us, and spending days working on the game with major revisions between each meeting. One of the things that struck me early in playtesting was how much fun the game was, and I knew that layering some awesome theme and story was only going to make it shine.

After about four months of revising and refining the changes, we reached out to some of the publishers we were excited to work with, and after several meetings we felt that Pandasaurus Games was the best home for *Wasteland Express Delivery Service*. Molly and Nathan (the owners of Pandasaurus Games) were both extremely pumped and had some great ideas about the world and the story we wanted to tell.

The next step was finding the perfect artist for the world we envisioned. They had to be just right to bring the weird, chaotic, and sometimes *disturbing* Wasteland to life. After many suggestions and much debating, Pandasaurus Games decided on the incredible Riccardo Burchielli (artist for the DC Comics/Vertigo series *DMZ*, among others). His initial sketches were exactly what I

had been envisioning, and the creative team continued to push him in new and interesting directions with each additional rendering.

The attention to detail that was given to *Wasteland Express Delivery Service* over the next year was incredible. We conversed about lots of fun ideas, our wish list was impressive, and Pandasaurus delivered on all fronts. When I open my first copy of the finished game, it's going to be like Christmas on my game table.

Some of the highlights (IMHO) are:

- **Minis!** I know, minis aren't anything special, but it's my first design with them, and Justin Bintz did an awesome job bringing Riccardo's art to life.

- **Minis Within Minis!** Yo Dawg! I heard you like Mini's. When we first learned that even the resource cubes were going to be amazing, fully modeled items, and not just plastic or wooden cubes, I was excited. When Molly said, "You know what's even more awesome? They're going to fit in the minis for the Raider's Trucks!" I was ecstatic! We had always had the raider's trucks (which were cardboard cutouts at the time) carrying plastic cubes as they drove around the Wasteland. I never imagined it would turn into something so cool and fully realized in 3D!

- **GameTrayz** - I've been a huge fan of Noah Adleman's work at Game Trayz for the past couple years. His after-market trays made setup and tear down of games a snap. When I joked to Nathan while setting up the game for demo one time that we should have him craft some for *Wasteland Express Delivery Service*, I never thought he'd take me seriously. Well, he did, and they're majestic! The insert for this game is going to make set up so much easier, and it's gorgeous as well, so it's going to look great on the table.

All in all, I can't wait for all of you to get your hands on *Wasteland Express Delivery Service*. To immerse yourselves into the phenomenal story we've devised. To experience the fun, emergent moments that happen during play. To hop into the driver's seat and haul some guns, water, and perishables through the raider-infested Wasteland, while helping out the enclaves and making a few bucks on the side.

...

Jonathan W. Gilmour is a full time game designer (*Dead of Winter*, *Vault Wars*), husband, and father of four awesome game geeks. He also enjoys reading comics and watching TV with the family.



# UH-OH, MONSTERS!

NEW ADVENTURES AND BAD GUYS FOR  
YOUR NO THANK YOU, EVIL! GAME

## NO THANK YOU, EVIL!™


Storia is a land filled with adventure—and adventures tend to be filled with monsters! Uh-oh, Monsters! gives you three complete adventures for your No Thank You, Evil! game, plus loads of monsters, humans, aliens, robots, and other walking, talking, fighting, biting creatures you'll encounter in Storia. Learn more about the Monster Museum, discover quirks, and learn how to make your own monsters. Plus you get creature cards to add to the deck from your original No Thank You, Evil! game, and colorful, sturdy creature standups to use at your game table.



## UH-OH, MONSTERS!

May  
MSRP: \$29.99  
Stock Code: MCG101  
ISBN: 978-1-939979-63-6  
Specs: Boxed expansion  
with two books, cards,  
and standups

  
**MonteCook**  
Games

 [fb.com/montecookgames](https://fb.com/montecookgames)

 [@montecookgames](https://@montecookgames)

# OATH OF THE BROTHERHOOD

## —The Chosen—

### OATH OF THE BROTHERHOOD: THE CHOSEN

AEG 7002..... \$49.99 | Available April 2017!

Have you ever played a worker placement game and felt the urge to brawl with the other players as if you were in a tavern full of sea dogs? Have you ever wanted to drink some rum and go discover an ancient temple? Well, *Oath of the Brotherhood* has you covered! Coming out in late April from Alderac Entertainment Group (AEG), *Oath of the Brotherhood* mixes old and new mechanics which will ensure that every pirate adventure you undertake will feel fresh and exciting!

While the game appears simple at first glance — worker placement (a pirate and their crew) to complete missions on a board representing the famed pirate haven of Isla Granuja — *Oath of the Brotherhood* also uses a few important mechanics to ensure that every experience is, indeed, unique.

The first mechanic, 'Exploration', allows players to expand the board with new locations, making the board truly modular in the process. When a player chooses to take the action at the 'Watchtower' location, not only will they secure first player status for the turn to come, but they'll also get to add a new Location to the board and overlay it directly onto the map (where the artwork integrates seamlessly onto the board). Once such a location is revealed, it becomes accessible to the entire table as a new slot for worker placement. Every one of these Locations has its own effect, which is a more powerful or more diverse version of an existing board location. As Locations are revealed, new paths to completing missions will open up, as well as new strategies and possibilities — adding tension to the entire table. Unlock powerful healing through the Witch or fight in the Arena to earn extra doubloons. The order in which players discover Locations will make resources and missions vary in usefulness as well — you'll never play the same game twice!

The second mechanic that ensures no two games are the same is the placement and spending of resources on the player board. When a player gains an item (Allies, Equipment, or Supplies), they place that item onto their player board, on one of the corresponding spots. Each spot on a players' board has a unique ability that's available to be used so long as a player has an item token on it. Items like the Sword will provide a constant bonus when navigating the board, others like Rum will trigger when you use



certain locations, and some like the First Mate are so powerful that they'll be discarded after a single use. In *Oath of the Brotherhood*, not only do players need to decide which missions to focus on completing, but also which abilities they'll lose access to when spending their resources (as they can't stockpile tokens on a single spot).

Finally, players choose pirate captains that grant you special traits for the entire game. This asymmetry once again ensures that no two games will be alike. Players are incentivized to play to their captain's strength, and this changes the value of locations on the board as well as the items gained there. Players may find that they can't rely on their favorite tricks because they're spending those items to complete missions, or that competition for certain locations has shifted. Will you try to join the Brotherhood of pirates as the French Gunner, Marie le Monde? Or as the Conquistador, Rodrigo de Cortez?

Through these various mechanics and abilities, players can add a considerable amount of variety into their turns. *Oath of the Brotherhood* also has powerful Follower and Action cards that can break the action economy you'd normally have. Action cards have a variety of special effects on your turn, and Followers often provide additional benefits for using specific locations. For example, you could place your captain on a location to gain its resources, gain extra resources by utilizing a Follower specific to that location, use an action card to trade one resource for two others, use your First Mate Ally token to send your captain to a new location to gain those resources, and, finally, discard your Parrot Ally token to complete a mission — all of which only takes a single action, thanks to your cards. With some good planning and smart use of your available resources, you can string together turns full of combos like this and help secure your victory!

Just like no two pirate tales are the same, no two games of *Oath of the Brotherhood* will play out the same way. This game will please worker placement fans with a fresh take on tried and proven mechanics. AEG provides players with some new twists on a favorite genre with *Oath of the Brotherhood*, available at your local retailer in late April. For more information, visit [www.alderac.com/oathofthebrotherhood](http://www.alderac.com/oathofthebrotherhood).





# SHADOWRUN<sup>®</sup> ANARCHY

**RULES WERE MEANT TO BE BROKEN**



**CATALYSTGAMELABS.COM**

© 2016 The Topps Company, Inc. All rights reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Printed in the USA.

# NEFARIOUS



## BECOMING A MONSTER

### NEFARIOUS: BECOMING A MONSTER EXPANSION

USO NE108476 ..... PI | Available May 2017!

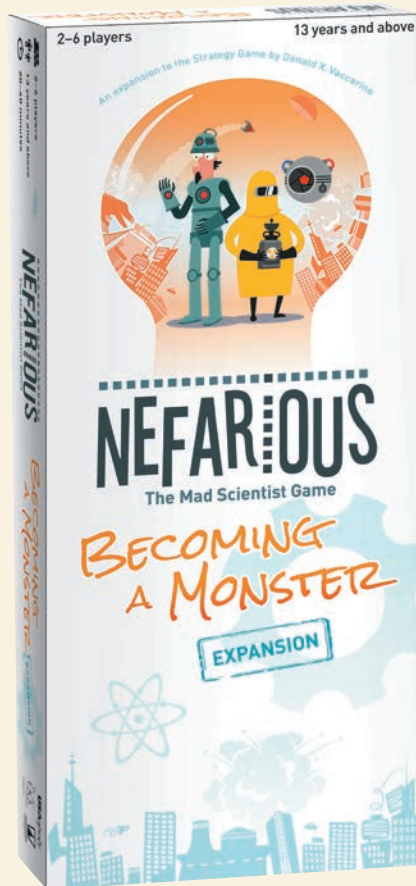
What!? There's a new expansion to *Nefarious* coming out? That's right! *Nefarious: The Mad Scientist Game* is getting a monstrous expansion. If you've played before, you know that *Nefarious* puts players in the role of a mad scientist — building inventions, sending Spies for espionage, and collecting more money to fuel your schemes. The goal is to form a strategy to stay ahead of the competition, inventing crazy machines and other devices to get 20 victory points before your opponents.

In the *Becoming a Monster Expansion*, you'll discover new technologies and more methods to support your madness. Be ready for cutting-edge Inventions with reusable abilities, sending Spies to new places, and other unpredictable and monstrous Twists that insert new Action cards to the game — Develop, Experiment, and Produce.

*Becoming A Monster* introduces 20 new Invention cards, 25 new Twist cards, and three special Role cards that only work with certain Twists, adding a whole new level of complexity to this already provocative pursuit. All these new inventions can affect other player's machines, cards, and points. The new Twists change the game up even more, adding new ways to play on the familiar 'Nefarious' mechanic. Will you give 'Armed and Dangerous' a shot, or will you try 'Toying with the Fate of Mankind'?

You'll also gain three more Action cards to play — Develop, Experiment, and Produce — that can be added to the ones in the base game. 'Develop' allows you to discard Inventions you've already played to play a new Invention at a discount. Out with the old, in with the new! This helps you get those expensive Inventions out there faster. You wouldn't be a scientist without some experiments, too! With 'Experiment', you draw an Invention card, which you can play immediately. This helps you work on more Inventions in your attempt for world domination. Then, to keep your industry moving forward, the 'Produce' action helps you gain money for each Invention of the player with the most Inventions. Here's the best part — it doesn't even need to be you! These monstrous cards add a lot to the base game of *Nefarious*, and all the different strategies to win make it that much more exciting.

Along with the new Action cards, *Becoming a Monster* includes three Role cards that move between players, a turn countdown card, and a countdown token. What's with these scientists and their countdown clocks!? The Role cards come into the game depending on the Twist cards that are in play.



These new Twists add even more monstrosity to *Nefarious*. The 'Minions in High Places' Twist adds The Mole card, which means the oldest player starts with the Mole and it passes around the board during the game. The player with the Mole collects double the money from Spies, which really makes you want to send them out! The 'Poor Little Orphan' Twist adds the Orphan role card, which is passed around when you play the Research card. The player with the Orphan card loses money at the beginning of each turn. 'Super Spy' and 'Double Agent' are two even newer Twists that use the turn tracker. During the game, these cards trigger and cause all sorts of crazy mayhem.

Are you ready to become the ultimate mad scientist and take over the world? The *Becoming a Monster Expansion* for *Nefarious: The Mad Scientist Game* will be available May 2017.



Ross Thompson is a Marketing Specialist at USAopoly. He works to promote games and celebrate the gaming community. Before passing Go, he makes sure to take a selfie. #PlayGamesMakeFriends

# GAMES

## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #207

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 207 ..... \$3.99

## ALDERAC ENTERTAINMENT GROUP

### SPOTLIGHT ON



#### OATH OF THE BROTHERHOOD

The island of Isla Granuja is a pirate safe haven and the headquarters for the secretive elite council of the Brotherhood of Pirates. Each year the Brotherhood chooses just one new pirate to join their ranks. Only the most skillful and daring need apply! In *Oath of the Brotherhood*, players take on the role of a young pirate, trying to outwit and outgun their rivals through the dark streets and ports of Isla Granuja. You'll have to command your crew, recruit new members, discover lost locations, battle other pirates, and complete quests to impress the pirate elite. Do you have what it takes to take the *Oath of the Brotherhood*? Scheduled to ship in April 2017.

AEG 7002 ..... \$49.99



## ARCANE WONDERS

### ONITAMA: SENSEI'S PATH EXPANSION

An expansion for *Onitama*, *Sensei's Path* introduces 16 new move cards to the elegant and simple game of martial tactics. Scheduled to ship in May 2017.

PSI AWGDTE02ONX1 ..... \$12.99

## ARC DREAM PUBLISHING



### OLD ONES RISING RPG: THE UNSPEAKABLE OATH

Award-winning terrors for your Cthulhu Mythos games! Featuring eight ready-to-play scenarios, *Old Ones Rising* compiles issues 18 through 21 of *The Unspeakable Oath*, the Ennie Award-winning magazine of Cthulhu Mythos roleplaying games, into a single, cryptic tome! Scheduled to ship in April 2017.

S2P APU6008 ..... \$39.99

## ARES GAMES



### QUICKPICK: MUTANT DINOSAUR PARK

Be the first to recognize the dinosaur your friends are imitating in *Quickpick: Mutant Dinosaur Park*! Do you think it's easy? Try it! Scheduled to ship in April 2017.

AGS PLPL002 ..... \$14.90

## THE ARMY PAINTER



### WARPAINTS: SUPER DUNGEON EXPLORE DUNGEON PAINTER SET

Bring your games of *Super Dungeon Explore* to vivid life with this *Dungeon Painter* set! Featuring a painting guide by legendary painter Mike McVey, *Dungeon Painter* includes everything you need to start painting your collection. Contents: 10 Warpaints, 1 Hobby Brush, 1 Painting Guide, and a free *Super Dungeon Figure*! Scheduled to ship in February 2017.

TAP WP8018 ..... \$29.99

## ATLAS GAMES



### UNKNOWN ARMIES 3: BOOK ONE, PLAY HARDCOVER

*Unknown Armies* presents magick as it might exist in a world inspired by crime fiction and secret histories, as twisting wrinkles in reality create greater and greater risk, sacrifice, and obsession. As a player, you are confronted by the consequences of your character's actions, and challenged by the implicit threat of a world shaped by the will of those who want something more than you do. *Book One: Play* features details on obsession, identity, and the magick of adepts and avatars, and introduces the central shock gauge mechanic as well as all the rules for resolving actions, how to avoid fights, and how to deal with them when you're dragged into them anyway. Scheduled to ship in April 2017.

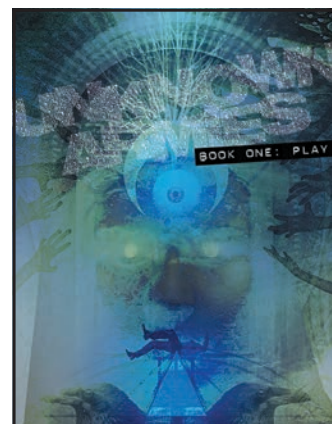
ATG 6031 ..... \$39.95



### UNKNOWN ARMIES 3: BOOK THREE, REVEAL HARDCOVER

*Unknown Armies* is about what's behind every corner and buried in every closet. It plays out in a world just like our own, filled with uncanny mysteries, unrepentant horrors, and unnatural pleasures. What you do with these revelations is up to you. *Book Three: Reveal* is compendium of the weird for everyone. It contains gamemaster characters, locations, creatures, and events, as well as even more weirdness and magick, information on heresy and hearsay, and ideas, hooks, tidbits, scraps, lies, truths, and horrors. Scheduled to ship in April 2017.

ATG 6033 ..... \$29.95



### UNKNOWN ARMIES 3: BOOK TWO, RUN HARDCOVER

*Unknown Armies* is about keeping what you have from those who want it - kicking them while they're down, then cheering when they get up. As the gamemaster, you lead the players in creating their characters and the world they exist in, then set up antagonists worthy of their attention. You are their guide into darkness and the light that shows them the way out. Drawing on the rich and disturbingly familiar world of the occult underground, *Book Two: Run* helps gamemasters prepare situations to disturb and entertain, presenting the characters with obstacles to their fevered dreams of changing the world. Also included is information on overseeing character creation and setting collaboration, plus details on creating new creatures and antagonists. Scheduled to ship in April 2017.

ATG 6032 ..... \$34.95

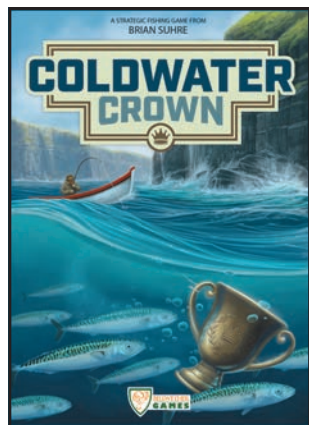


### UNKNOWN ARMIES 3: THREE VOLUME DELUXE SET HARDCOVER

*Unknown Armies* is an occult game about broken people conspiring to fix the world. It's about humanity - and how the most obsessed have the power to alter reality until it aligns with their fevered desires. It's about getting what you want - despite others trying to keep it from you. What would you risk to change the world? Your friends? Your family? Your health? Your sanity? Magick finds a way to ask the very most from you, until you achieve what you want - or you're left with nothing! The *Third Edition* of *Unknown Armies* presents an entirely original yet disturbingly familiar approach to mystery, horror, and action in roleplaying games. This deluxe set contains all three hardcover *Unknown Armies 3* sourcebooks plus a GM Screen. Scheduled to ship in April 2017.

ATG 6030 .....\$124.95

### BELLWEATHER GAMES



#### COLDWATER CROWN

It's a cold and misty morning on the Irish coast. The salt-water spray is stinging your eyes and you're sleep-deprived, but there's nowhere else you'd rather be. You've secured your spot as a competitor in the world-renowned Coldwater Crown fishing tournament, and you're convinced you taste victory in the salty air. You were raised on these waters. You know how and when the fish like to bite, you know which bait to use, and, most importantly, you know how to strategically balance your catch of fish to reel in the most trophies. But, nothing is certain on these frigid waters. Your competitors could beat you to the best fishing spots and the fish you want could disappear just before you get there. Will you be able to bring home the Coldwater Crown? Scheduled to ship in April 2017.

IMP BWR0521 .....\$48.00

### BUFFALO GAMES

#### PUZZLES

Scheduled to ship in January 2017.



#### CALL OF THE WILD (1000 PIECES)

BFG 11387 .....PI



#### CANOE LAKE (1000 PIECES)

BFG 11240 .....PI



#### DOLPHIN PARADISE (1000 PIECES)

BFG 11709 .....PI



#### THE FORCE IS STRONG WITH THIS ONE (2000 PIECES)

BFG 2063 .....PI



#### INSPIRATIONS OF SPRING (1000 PIECES)

Scheduled to ship in January 2017.

BFG 11395 .....PI



#### LIFE IS AN OPEN BOOK: LONDON (1000 PIECES)

BFG 11741 .....PI



#### LIFE IS AN OPEN BOOK: NEW YORK (1000 PIECES)

BFG 11742 .....PI



#### LIFE IS AN OPEN BOOK: PARIS (1000 PIECES)

BFG 11743 .....PI



#### REBELLIONS ARE BUILT ON HOPE (2000 PIECES)

BFG 2064 .....PI



#### SWEET SHOP (2000 PIECES)

BFG 2049 .....PI



#### TIGER FAMILY IN THE JUNGLE (1000 PIECES)

BFG 1426 .....PI

### BURNING GAMES

#### SPOTLIGHT ON

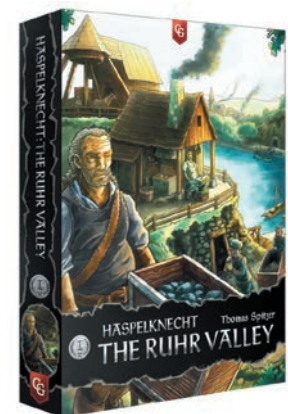


#### FAITH: A GARDEN IN HELL

The fragile truce between the Iz'kal and the Corvo had been compromised by a series of murderous attacks on far away settlements. Mutually Assured Destruction was mere days away as both species laid blame on each other - until the Battle of Izuan Tai shook the groundwork of the known universe! It was the first major blow the legendary species, the Ravager, would deliver to civilization, but it wouldn't be the last. A new menace had awoken from a long sleep. As a brave member of the Coalition, your task is to defeat the Ravager and extract enough information to turn the tides of the battle for the universe. A completely standalone experience for 2-5 players, the *FAITH: A Garden in Hell Starter Set* features a complete campaign that will take you to Ujara, an alien planet infested by Ravagers.

BRG 11010 .....\$34.99

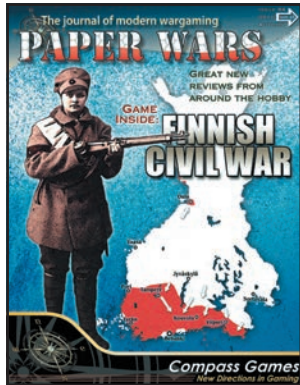
### CAPSTONE GAMES



#### HASPELKNECHT: THE RUHR VALLEY EXPANSION

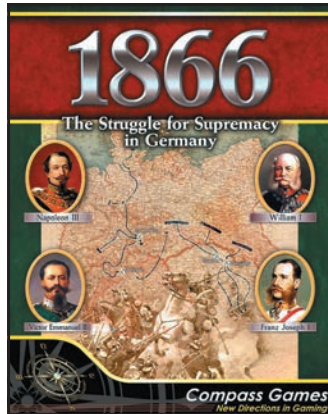
Coal mining has now become an inherent and lucrative business for farmers in the Ruhr valley. The tunnels are dug deeper and longer through the use of iron, and water channels are implemented to help drain the pit water. Most of the population earns their living exclusively by coal mining and delivering the black gold to peddlers and the first coal barges cruising the river which gives its name to the valley and the entire area - the Ruhr. *The Ruhr Valley* is an expansion to *Haspelknecht*. Scheduled to ship in April 2017.

CSG COAL02 .....\$34.99



**PAPER WARS #84:  
FINNISH CIVIL WAR**

A simulation game of the civil conflict in Finland in the early months of 1918, *Finnish Civil War* comes in two versions: a detailed company and battalion-level version, called the "standard version", and a brigade-level version with a smaller number of counters and a different combat resolution procedure that plays in less time. Both versions use the same map, basic concepts, and sequence of play. Scheduled to ship in January 2017.  
CPS 084.....\$46.95



**1866: THE STRUGGLE FOR  
SUPREMACY IN GERMANY**

In 1866, a two-player simulation covering the Austro-Prussian War of 1866 in Central Europe, one player controls the forces of Prussia and its allies, including the young Kingdom of Italy, while the opposing player oversees the forces of Austria and its German Confederation allies. Scheduled to ship in January 2017.  
CPS 1045.....\$79.00

COOLMINIORNOT



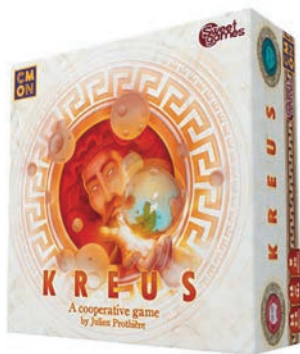
**ARCADIA QUEST: INFERNO**

The people of Arcadia have always sought peace whenever possible, but they will defend their home with ferocity when threatened. In *Arcadia Quest: Inferno* players lead their Guilds of Heroes into the fiery hot depths below the city to face the evil Underlord and end his dastardly plans before they start. *Inferno* is both a standalone adventure and an expansion for *Arcadia Quest*. Scheduled to ship in March 2017.  
COL AQ018.....\$99.99



**GANG RUSH: BREAKOUT**

Dash, Crash, and Cash! In the 1950s, the country was controlled by the Mafia. They would make regular runs across the border for ill-gotten goods. The tough part was bringing it back safely! In *Gang Rush*, players become Mafia underlings, trying to get across the border with the most loot. Hazards like crates, cops, and barriers will slow them down, but their souped-up cars can handle almost anything. They don't necessarily need to win the race - they just can't finish last!  
COL GRU001.....\$74.99



**KREUS**

Imprisoned by your father, Uranus, and freed by your mother, Gaia, you have always dreamt of a world where hatred and war doesn't reign supreme. Now, as a Titan, it's a race against time to build a new home in the cosmos before you're found by Uranus and returned to your prison - in chains! Scheduled to ship in March 2017.  
COL KRE001.....\$24.99

# Onitama

## SENSEI'S PATH

**AN ELEGANT AND SIMPLE  
EXPANSION FOR ONITAMA**



**AWG DTE020NX1 | \$12.99**



**SHERLOCK**

A crime can be a tough thing to solve, even for a crack detective. It's especially difficult when you turn your back for one second, and some rookie beat cop messes with your crime scene. In *Sherlock*, players examine two nearly identical images, using their powers of perception to determine how many anomalies there are. Can you believe your eyes? With 40 unique images, you'll return to the scene of the crime again and again in *Sherlock*! Scheduled to ship in May 2017.

COL SRL001 .....\$29.99

**XENOSHIFT: DREAMMIRE**

Can you Weather the Storm? The attacks on the NorTec military outpost have gotten more intense and holding them off is becoming nearly impossible. In *XenoShyft: Dreadmire*, players work cooperatively to fend off The Brood, a new alien threat. But, murderous lifeforms aren't the only threat you'll face. Even the environment is hostile in *XenoShyft: Dreadmire*! An expansion for *XenoShyft: Onslaught*, *Dreadmire* introduces new mechanics, enemies, soliders, tech, and a deadly weather system. Scheduled to ship in March 2017.

COL XN00007 .....\$59.99

**CORVUS BELLI****INFINITY**

Scheduled to ship in January 2017.

**ALEPH POSTHUMANS, 2G PROXIES**

CVB 280852-0625 .....\$51.49

**ARIADNA THE UNKNOWN RANGER (MOLOTOK)**

CVB 280185-0626 .....\$14.49

**HAQQISLAM MURABID TUAREGS (HACKER)**

CVB 280486-0624 .....\$12.49

**NOMADS BAKUNIN JURISDICTIONAL COMMAND (NOMADS SECTORIAL STARTER PACK)**

CVB 280583-0622 .....\$47.99

**YU JING HSIEN WARRIORS (MULTI RIFLE)**

CVB 280389-0623 .....\$15.99

**INFINITY****COMBINED ARMY TA G PILOT SET**

CVB 280681-0629 .....\$20.49

**HAQQISLAM STARTER PACK**

CVB 280489-0597 .....\$47.99

**MERCENARIES MIRANDA****ASHCROFT, AUTHORIZED BOUNTY HUNTER (COMBI RIFLE)**

CVB 280723-0630 .....\$12.49

**PANOCEANIA OLDER SERGEANTS**

CVB 280289-0627 .....\$29.99

**YU JING GUIJIA PILOT**

CVB 280390-0628 .....\$12.49

**CUBICLE 7****CALL OF CTHULHU: WORLD WAR CTHULHU - COLD WAR - OUR AMERICAN COUSINS HARDCOVER**

A supplement for *World War Cthulhu: Cold War, Our American Cousins* provides additional character creation options for American agents of Section 46, along with details of the intelligence agencies they have infiltrated and a number of missions tied to American covert missions on both domestic and foreign soil. Scheduled to ship in May 2017.

PSI CB71974 .....\$24.99

**DAN VERSSEN GAMES****B-17 FLYING FORTRESS LEADER**

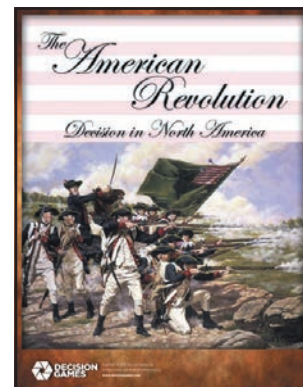
*B-17 Flying Fortress Leader*, a WWII Strategic Bombing Solitaire Strategy Game, places you in command of the mighty 8th Air Force flying missions against Germany during World War II. You must manage not only your mission options, but also make strategic level decisions to figure out the best way to crush Germany's war-making capabilities. Scheduled to ship in March 2017.

DV1 035 .....\$89.99

**DAYS OF WONDER****SPOTLIGHT ON****YAMATAI**

In *Yamatai*, clear the islands of the archipelago, recruit powerful specialists to assist you, and construct buildings across the island landscape as you compete to earn Queen Himiko's favor. In the end, however, you will not be remembered as the greatest builder of *Yamatai* for just one act, but for the many accomplishments that exemplify your loyalty to the kingdom. Scheduled to ship in April 2017.

DOW DO8601 .....\$59.99

**DECISION GAMES****THE AMERICAN REVOLUTION: DECISION IN NORTH AMERICA**

Designed by Joseph Miranda (originally published in *Strategy & Tactics* 270), *The American Revolution: Decision in North America* is a strategic, two-player wargame of intermediate complexity covering the entire struggle (1775-82) at the continental and intercontinental levels, as one player commands the British, while the other leads the Americans along with their French and Spanish Allies. Scheduled to ship in January 2017.

DCG 1405 .....\$35.00

**EAGLE GRYPHON GAMES****HARALD**

Harald has finally unified the different kingdoms and become the King of this powerful nation. With the newly established peace, the different peoples are going to war on a different battlefield: one of intrigue and struggles for influence. Send your emissary to the King's Council to win his favor so your village becomes the most prestigious in the land! Scheduled to ship in February 2017.

FRD 101883 .....\$12.99

**SLUFF OFF**

Following the standard trick-taking formula, *Sluff Off!* features the Sluffer, whose role is to feed unwanted tricks to other players. Scheduled to ship in February 2017.

FRD 102089 .....\$12.99



### ARKHAM HORROR LCG: BLOOD ON THE ALTAR MYTHOS PACK

The third Mythos Pack in *The Dunwich Legacy Cycle* for *Arkham Horror: The Card Game*, the sixty cards in *Blood on the Altar* challenge you to delve the secrets of Dunwich, where you suspect a series of recent disappearances may be related to the events in Arkham. But the more you explore, the more you get the impression the townsfolk aren't exactly pleased to see you. Even as your investigation of the town leads you to many of the locations infamously identified in H.P. Lovecraft's classic tale, *The Dunwich Horror*, the player cards in *Blood on the Altar* allow you to translate the experience you gained in your previous adventures to permanent new Talents, several new assets, events, and skill cards, and higher-level, more efficient versions of cards from the Core Set. Scheduled to ship in April 2017.

FFG AHC05.....\$14.95

### SPOTLIGHT ON



### A GAME OF THRONES LCG: 2ND EDITION - WATCHERS ON THE WALL EXPANSION

Travel north and join the Night's Watch with *Watchers on the Wall*, a deluxe expansion for *A Game of Thrones: The Card Game*. Within this expansion, you'll discover new ways to defend the Wall and conscript your opponent's characters, along with new versions of iconic characters like Jon Snow, Old Bear Mormont, Maester Aemon, and Samwell Tarly. You'll also find two new non-loyal cards for every other faction, an assortment of neutral cards portraying the Wildlings, and seven new plots that offer new pathways to victory for every deck. Scheduled to ship in April 2017.

FFG GT22.....\$29.95



### THE LORD OF THE RINGS LCG: DUNGEONS OF CIRITH GURAT ADVENTURE PACK

The *Dungeons of Cirith Gurat*, the fifth Adventure Pack in the *Haradrim Cycle* for *The Lord of the Rings: The Card Game*, finds several of Middle earth's greatest heroes hundreds of miles from home, traveling through the hostile realm of Harad. Together, they have survived the perils of Harad's jungles and deserts, so when the heroes learn that many of their allies' tribesmen are being held prisoner in the "Iron Pass" of Cirith Gurat, they don't hesitate to volunteer their swords. Once you spring your allies from prison, you'll need to fight your way free of Orc jailors and pursuers, and you'll be happy for the assistance of the Adventure Pack's new Weapons, Warriors, and events. Scheduled to ship in April 2017.

FFG MEC60.....\$14.95



### THE LORD OF THE RINGS LCG: NIGHTMARE DECKS

Play your part in the climactic confrontation between the Rangers of the North, the Elves of Rivendell, and the forces of evil massing in the fortress of Carn Dum! When first released, the *Angmar Awakened Cycle* of Adventure Packs for *The Lord of the Rings: The Card Game* allowed fans to brave their first steps into the lands once ruled by the Witch-king of Angmar... and those steps quickly turned into a march upon one of the Dark Lord's greatest strongholds. Now three new Nightmare Decks recast the cycle's final chapters for use in the game's darker and more challenging Nightmare Mode. Each twenty-card deck introduces deadlier enemies, more foreboding locations, and treacheries designed to test your mettle. In keeping with the cycle's thematic use of dark secrets, necromancy, and the undead, these Nightmare Decks introduce new side quests that offer many surprising twists and turns. Scheduled to ship in February 2017.

#### THE BATTLE OF CARN DUM

FFG UMEN41.....PI

#### THE DREAD REALM

FFG UMEN42.....PI

#### THE TREACHERY OF RHU DAUR

FFG UMEN40.....PI

# Lost in R'lyeh

The Card Game of Escaping  
Dread Cthulhu & Certain Madness



- Fast pace, quick turns, and dramatic transitions
- Giant tarot-sized cards with stunning edge-to-edge art
- Up to five powers per card lead to epic turns
- All players but one will escape, for a tense endgame!

## SECOND PRINTING IN STOCK NOW



2-6 players • 45 minutes • ages 13+

[atlas-games.com/lostinryleh](http://atlas-games.com/lostinryleh)

AG1370 • 978-1-58978-163-4 • \$14.95

© 2016 & TM Trident, Inc., d/b/a Atlas Games



## FEATURED ITEM



### STAR WARS DESTINY: SPIRIT OF REBELLION BOOSTER PACK DISPLAY (36)

The *Star Wars* saga has always centered on the timeless struggle between good and evil. At different points throughout the saga, evil may be lurking in the shadows or controlling an oppressive, galaxy-spanning Empire. Yet, there must always be balance in the Force, and whenever the dark side rises, a spirit of rebellion begins to light the way forward. With *Spirit of Rebellion* Booster Packs for *Star Wars: Destiny*, 160 brand-new cards enter the game, incorporating elements from every movie in the saga, but with a special focus on the newest *Star Wars* movie: *Rogue One*. You'll find plenty of characters from *Rogue One* within this set, including Jyn Erso, Chirrut mwe, Mon

Mothma, and Director Krennic, alongside other iconic characters from across the *Star Wars* story. Offered in 36-count displays, each booster pack contains five randomized cards and one premium die. Scheduled to ship in April 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD04-D ..... \$107.64



### STAR WARS IMPERIAL ASSAULT: BT-1 AND O-0-O VILLAIN PACK

Field two maniacal droids in any Imperial strike team with the BT-1 and O-0-O Villain Pack. No matter where your *Imperial Assault* campaigns take you in the *Star Wars* galaxy, the Rebel heroes will have reason to fear the glowing red displays of BT-1 and O-0-O. A new campaign Agenda mission challenges the heroes to rescue prisoners from an Imperial interrogation facility on Kessel, while a new skirmish map details two unique missions, giving you the opportunity to battle through the twisted corridors of the Tarkin Initiative Labs. This Villain Pack contains sculpted plastic figures of the psychopathic droids, BT-1 and O-0-O, plus all the Deployment, Agenda, and Command cards you need to serve the Empire. Scheduled to ship in April 2017.

FFG SWI41 ..... \$12.95



### STAR WARS IMPERIAL ASSAULT: HERA SYNDULLA AND C1-10P ALLY PACK

Hera Syndulla and her loyal astromech C1-10P are stoking the fires of resistance in a galaxy that's choking under the heel of the Empire. With the *Hera Syndulla and C1-10P Ally Pack*, Hera may lead you to Tatooine to rescue Chopper from Imperial imprisonment or call the shots in a skirmish game. Chopper is also more than capable of handling himself in battle, using a variety of tricks and tools to knock your enemies back and keep you on top of any engagement. This expansion pack for *Imperial Assault* contains sculpted plastic figures of Hera Syndulla and C1-10P, plus all the Deployment and Command cards you need to join the Rebellion. Scheduled to ship in April 2017.

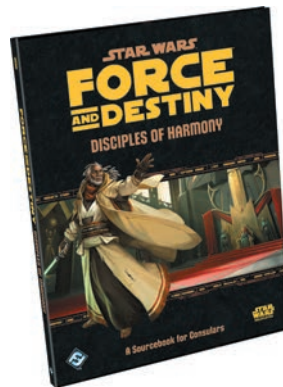
FFG SWI43 ..... \$12.95



### STAR WARS IMPERIAL ASSAULT: JAWA SCAVENGER VILLAIN PACK

Find new ways to improve the droids fighting by your side with the *Jawa Scavenger Villain Pack*. This expansion pack offers a single Jawa Scavenger figure, alongside all the Deployment cards you need to field normal or elite versions in your *Imperial Assault* games. Your campaigns may take you to the wastes of Tatooine, but a Jawa Scavenger can also be recruited into your skirmish team, especially if you're fighting in the new Mos Eisley Back Alleys map. Whether you're trawling the Jundland Wastes for salvage or headed elsewhere in the galaxy, a few Jawa Scavengers would rarely go amiss. Scheduled to ship in April 2017.

FFG SWI42 ..... \$9.95



### STAR WARS RPG: FORCE AND DESTINY - DISCIPLES OF HARMONY HARDCOVER

A sourcebook for Consular characters in the *Star Wars: Force and Destiny* roleplaying game, *Disciples of Harmony* expands the options available to Consulars in the core rulebook and gives Game Masters new opportunities to position these arbiters of balance within their campaign. Players will find everything necessary to craft a Consular character, including new Consular specializations the Arbiter, Ascetic, and Teacher, as well as new races, Force powers, and extensive armor and weapon inventories. Discover new droids, vehicles, starships, and even rules for rare and damaged lightsaber crystals. *Disciples of Harmony* also features a section for Game Masters on including Consular characters and NPCs in their campaigns and how they can contribute when the lightsabers ignite and the blasters start firing. Scheduled to ship in April 2017.

FFG SWF35 ..... \$29.95



### STAR WARS X-WING MINIATURES GAME: C-ROC CRUISER EXPANSION PACK

Safeguard your fortunes with the C-ROC Cruiser Expansion Pack for *X-Wing*! Designed for use in *X-Wing*'s Cinematic Play and Epic Play formats, the C-ROC Cruiser Expansion Pack contains one C-ROC Cruiser miniature, one M3-A Interceptor miniature with an alternate paint scheme, seven ship cards, thirty upgrade cards, and all the maneuver dials, damage decks, tokens, and game pieces you need to fly your C-ROC Cruiser and its escort to battle. Additionally, the expansion includes a new campaign for Cinematic Play in which your C-ROC draws the ire of either the Galactic Empire or Rebel Alliance. Scheduled to ship in April 2017.

FFG SWX58 ..... \$69.95



## FIRESIDE GAMES

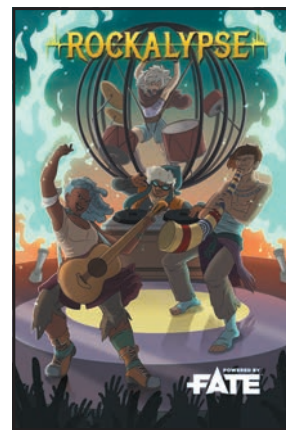


### HOTSHOTS

Don't Get Burned! In *Hotshots*, a cooperative, press-your-luck, firefighting game, 1 to 4 players take on the roles of wildfire fighting crewmembers (Crew Boss, Spotter, Swamper, and Sawyer) each with special abilities, rolling dice on burning terrain tiles to match the combinations shown on the tiles. The more you match, the better, but push your luck too far and the fire grows! Use Firebreaks, Reward Tokens, and Vehicles like the Brush Rig, Helicopter, and Air Tanker to prevent tiles from Scorching and extinguish the blaze! Scheduled to ship in May 2017.

PSI FSD1008 ..... \$34.95

## FOUR IN HAND GAMES



### ROCKALYPSE RPG

Welcome to *Fate*-powered, post-apocalyptic, musical conflict! The world has ended, and only music can save what's left. Grab your instruments, form your band, and get ready to fight demons, road gangs, and megacops using the only real weapon: ROCK! Scheduled to ship in April 2017.

S2P FIH20002 ..... \$24.99

## GALE FORCE NINE



### TANKS

Scheduled to ship in March 2017.

BRITISH GRANT  
GF9 TANKS38 ..... \$9.99

BRITISH HONEY STUART  
GF9 TANKS40 ..... \$9.99

DESERT GAME MAT 36" X 36"  
GF9 TANKS41 ..... \$28.60

GERMAN PANZER III 5CM  
GF9 TANKS36 ..... \$9.99

GERMAN PANZER IV 7.5CM  
GF9 TANKS34 ..... \$9.99

## TANKS

Scheduled to ship in April 2017.

### BRITISH CRUSADER

GF9 TANKS39.....\$9.99

### BRITISH DESERT RATS DICE SET (6)

GF9 TANKS45.....\$4.90

### DESERT 2 GAME MAT 36" X 36"

GF9 TANKS42.....\$28.60

### GERMAN AFRIKA KORPS DICE SET (6)

GF9 TANKS44.....\$4.90

### GERMAN TIGER I (EARLY)

GF9 TANKS35.....\$9.99

## TANKS

Scheduled to ship in May 2017.

### DESERT 3 GAME MAT 36" X 36"

GF9 TANKS43.....\$28.60

## GAMES WORKSHOP

### WARHAMMER 40K



### DEATHWATCH START COLLECTING!

GAW 70-39.....\$85.00



### EMPYRIC STORM DATACARDS

GAW 40-09-60-NEW.....\$15.00



### GANGS OF COMMORRAGH

GAW GC-01-60.....\$60.00



### GATHERING STORM - FALL OF CADIA SUPPLEMENT HARDCOVER

GAW 40-16-60.....\$50.00



### GATHERING STORM - TRIUMPH OF THE IMPERIUM

GAW GS-01.....\$80.00

## WARHAMMER: AGE OF SIGMAR

### DISCIPLES OF TZEENTCH BATTLETOME HARDCOVER

GAW 83-45-60.....\$35.00



### TZEENTCH ARCANITES GAUNT SUMMONER

GAW 83-78.....\$25.00



### TZEENTCH ARCANITES KAIRIC ACOLYTES

GAW 83-73.....\$50.00



### TZEENTCH ARCANITES OGRID THAUMATURGE

GAW 83-77.....\$41.00



### TZEENTCH ARCANITES TZAANGOR ENLIGHTENED

GAW 83-74.....\$35.00



### TZEENTCH ARCANITES TZAANGOR SHAMAN

GAW 83-76.....\$35.00



### TZEENTCH ARCANITES TZAANGORS

GAW 83-75.....\$40.00



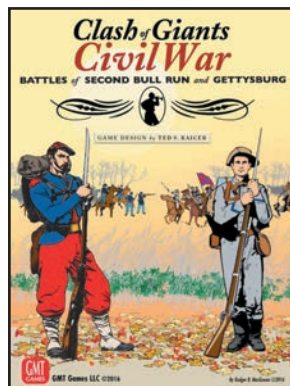
### TZEENTCH ARCANITES TZEENTCH MAGISTER

GAW 83-34-NEW.....\$15.00

### TZEENTCH DICE

GAW 66-87.....\$20.00

## GMT GAMES



### CLASH OF GIANTS: CIVIL WAR - BATTLE OF SECOND BULL RUN AND GETTYSBURG

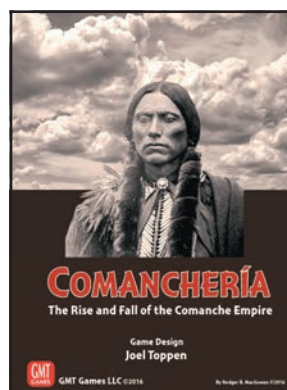
*Clash of Giants: Civil War* takes the game system from Ted S. Raicer's popular and critically acclaimed *Clash of Giants* WWI series to two of the storied battles of the American Civil War: Second Bull Run and Gettysburg. The two battles depict one of Lee's greatest victories prior to his first invasion of the north and his greatest defeat during his second invasion. Scheduled to ship in January 2017.

GMT 1603.....\$55.00

### COMANCHERIA - THE RISE AND FALL OF THE COMANCHE EMPIRE

They struck with the ferocity of a thunderstorm on the open prairie. Once they were a relatively feeble tribe, dwelling in the foothills of the Rocky Mountains. Until, that is, they came into possession of horses. And so it was that seemingly out of nowhere, they emerged as an unstoppable force, the greatest light cavalry ever seen in the western hemisphere. They called themselves Numunuu, "the people." Their Ute cousins called them Kumantsi, "someone who wants to fight me all the time." The Spanish called them, "Comanche." Between 1700 and 1800 these "lords of the southern plains" carved an immense empire stretching from modern-day Kansas and the Rio Grande, to the Rocky Mountain foothills of Colorado, New Mexico, and into east Texas. For a century-and-a-half, the Comanche played one colonial power off one another, collected tribute, and dominated trade over a vast swath of North America that became known as "Comancheria." *Comancheria - The Rise and Fall of the Comanche Empire* tells the story of the First Nations people of North America.

GMT 1611.....\$60.00





### FIELDS OF DESPAIR - FRANCE 1914-1918

A 2-player, hex-based, strategic-level block war game set on the Western Front of the First World War, players in *Fields of Despair: France 1914-1918* take control of the Allies or Central Powers fighting the war on land, at sea, and in the air, all the while making tough economic and technological decisions at home. Scheduled to ship in February 2017.

GMT 1602 .....\$99.00



### WING LEADER SUPREMACY 1943-1945

The second volume of GMT's exciting *Wing Leader* game series, *Supremacy 1943-1945* allows you to play out large-scale aerial combats in World War II. Based on a unique side-scrolling view, *Supremacy 1943-1945* lets you recreate the climactic air battles at the end of the war. Scenarios feature fights above the Reich, Normandy, Italy, Romania, the Eastern Front, and the Pacific. Scheduled to ship in February 2017.

GMT 1612 .....\$79.00

## GOODMAN GAMES



### DUNGEON CRAWL CLASSICS: #93 MOONSLAVES OF THE CANNIBAL KINGDOM

Far to the west, beyond civilized lands, lie the Tolomak Islands - volcanic peaks covered in pestilential jungle and bestriding sunken ruins. The legends say the Tolomaks are home to treacherous witches, ferocious cannibals, moon demons, and worse! Wise are those who steer well away from these accursed jungle isles, but not everyone is wise... For the legends also speak of power unimaginable and treasures beyond the limits of mortal avarice. Now, under the light of the triple moons, a band of intrepid adventurers sails ever nearer to the islands. With luck, they'll escape with a fortune; without it, they won't keep their souls! *Moon-Slaves of the Cannibal Kingdom* is a Level 2 Dungeon Crawl. Scheduled to ship in March 2017.

IMP GMG5094 .....\$9.99

### DUNGEON CRAWL CLASSICS RPG: ZERO LEVEL SCRATCH OFF CHARACTER SHEETS

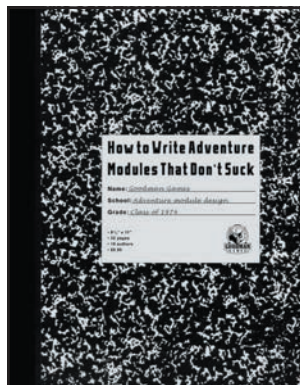
Play from Scratch! One of the most entertaining aspects of the *Dungeon Crawl Classics Role Playing Game* is the exciting "character funnel," where zero-level characters explore a dungeon (and typically die hilariously in the process). Now, there's an even more exciting twist on this concept: the scratch-off character sheet! Yes, just like in the lotto! This pack includes sheets with randomized, pregenerated results, covered by silver scratcher spots. Simply bust open a pack and distribute the sheets to your friends. Then, everyone scratches off the sheet, discovers their characters, and starts playing. Scheduled to ship in April 2017.

IMP GMG5150 .....\$9.99

### HOW TO WRITE ADVENTURE MODULES THAT DON'T SUCK

At Gen Con 2007, Goodman Games ran its first seminar titled, "How to Write Adventure Modules That Don't Suck." The seminar was accompanied by a 32-page booklet available for sale only at Gen Con 2007. Now this rare, long-out-of-print manuscript is available to a new generation of gamers. This handy pamphlet of short, yet informative articles is presented as originally published at Gen Con 2007. Although some of the technical advice is specific to editions of *D&D* that are no longer published, the core messages will apply to most adventure scenarios. With articles by Joseph Goodman, Chris Doyle, Brendan LaSalle, Adrian Pommer, Rick Maffei, Mike Ferguson, Jeremy Simmons, Ken Hart, and Andrew Hind, this manuscript should contain something that all aspiring adventure authors can learn from. Scheduled to ship in April 2017.

IMP GMG4378 .....\$29.99

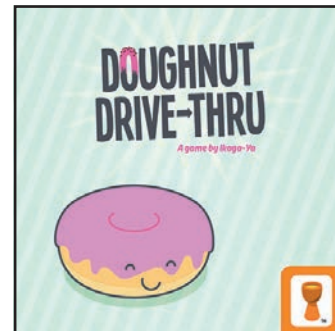


## GRAIL GAMES

### DOUGHNUT DRIVE-THRU

Will you succeed at the 'hole' business? You wipe your brow and take a new batch of doughnuts from the fryer. You search the little kitchen for cinnamon, avoiding the frantic activity of the other bakers. Your tips jingle in your pocket, and you smile, proud to work in the busiest little Doughnut Drive-Thru on the interstate! *Doughnut Drive-Thru* is a game about making doughnuts (and other sweet treats). Scheduled to ship in April 2017.

IMP GRL1000 .....\$16.99



## GREATER THAN GAMES



### FATE OF THE ELDER GODS

The time has come! All signs and portents point to this momentous night, and you and your siblings of shadow stand ready. Your cult has sacrificed much - and many - to prepare the ceremony to awaken the dread god whose name twists your tongue and dark purpose twists your mind. But, this night is one of great power, and your lodge isn't the only one who seeks to harness that power. Summon ancient evil and herald the fall of mankind in *Fate of the Elder Gods*, a wicked game of supernatural summoning co-designed by award-winning game designer Richard Launius (*Arkham Horror*, *Elder Sign*). Scheduled to ship in May 2017.

GTG FOTEG .....\$69.95



### SENTINELS OF THE MULTIVERSE: CELESTIAL TRIBUNAL

In the far reaches of space drifts a colossal, unmanned manufactory shaped like a sword. None know the true origins of the vessel, but it's posited that some ancient alien race built the factory and its rules to act as judge, jury, and executioner for their home planet. The ship has an impartial A.I. that judges the actions of sentient lifeforms it encounters. Then, if it senses any impropriety, it dispenses its executioners. An environment mini-expansion for the *Sentinels of the Multiverse Card Game*, *Celestial Tribunal* includes a unique, 15-card deck and a divider card. Scheduled to ship in January 2017.

GTG SOTM-TRIB .....\$3.95

## GREEN RONIN PUBLISHING



### BLUE ROSE RPG: NARRATOR'S KIT

A key accessory for the *Blue Rose RPG*, *The Narrator's Kit* features a three-panel, hardback screen with all the essential game info you need at the table, a booklet with seven optimizable, pre-generated characters, four quick reference cards that put the stunts and actions at your fingertips, and a combat tracker that you can write on with wet or dry erase markers. Scheduled to ship in April 2017.

GRR 6502 .....\$19.95

### MUTANTS AND MASTERMINDS: FREEDOM CITY CAMPAIGN SETTING

The award-winning *Freedom City Campaign Setting* is a fully realized and detailed metropolis that can serve as a home base for your heroes or just one of the many places they visit while saving the world of Earth-Prime from disaster. Fight the forces of SHADOW, puzzle out the schemes of the Labyrinth, and defeat the alien invaders Syzygy and the Meta-Grue. With dozens of foes and hundreds of locations, *Freedom City* gives you everything you need to run an exciting *Mutants & Masterminds* campaign. Scheduled to ship in April 2017.

GRR 5511 .....\$49.95



**CATCH ME!**

Watch out - the cat is on the prowl. How many lazy mice can the cat catch in the cup? Scheduled to ship in January 2017. HAB 302475.....\$24.99

**CAT & CO: MEOW MEOW**

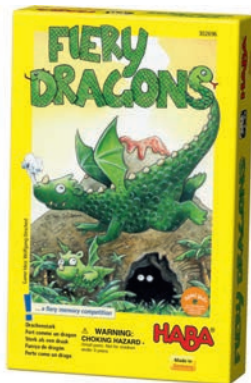
Four little kittens compete in an amusing race for the best spot in the basket. You can lay down one of your colorful cards only when the color or the motif matches the last card played. Whoever is the first to get rid of all their cards may move his or her kitten one step closer to the basket as a reward. With some luck, you can win this colorful race. Scheduled to ship in March 2017.

HAB 302699.....\$7.99

**DRAGON TOWER**

A fearsome dragon has trapped the princess in his tower! The prince and his companions rush to her aid, and must skillfully work together using their strong memory skills in order to rescue the princess before the dragon makes everything come crashing down! Scheduled to ship in May 2017.

HAB 302647.....\$50.00

**FIERY DRAGONS**

Dragons like to play with fire! Boisterously they dance and jump around the crater of the fire-spitting volcano. They're even brave enough to organize a fiery dragon competition. Let's see which dragons can withstand the heat! Scheduled to ship in February 2017.

HAB 302696.....\$11.99

**FLOWER FAIRY DOMINOES**

Flower fairy Rosalina is waking up at the beginning of spring and sees that buds are about to open everywhere in the meadow. She quickly sets to work, waves her magic wand, and awakens the other flowers and plants as well. Who can help Rosalina bring the meadow into bloom and entice the bugs and butterflies out of their hiding places? Scheduled to ship in March 2017.

HAB 302698.....\$7.99

**HAMSTER CLAN**

The hamsters frolic through their burrow, ride up and down in their elevator, run through the hamster wheel, and scamper around on the cable car and wagon. But, it's fall, and time to hoard food! Will the hamsters manage to collect all the carrots, clover, and wheat, and store them in the right storerooms before the leaves have fallen off the tree and made a pile for the hedgehog to burrow into? Scheduled to ship in March 2017.

HAB 302702.....\$19.99

# Every Game ISA Party!



RENEGADE  
GAME STUDIOS

www.renegadegames.com



### LADY RICHMOND: FAST FIGHT FOR INHERITANCE

There's excitement at the Wetherby auction house! After Lady Richmond's sudden and unexpected death in the arms of her young lover Jacques Monetaire, the whole family has gathered to fight over the enormous inheritance. Unfortunately, the distinguished Lady Richmond didn't leave a will, and her potential heirs can't agree how the collection of artworks, antiques, junk, and trash should be divided up. So, the family lawyer and executor of the will, Mr. Harmsworth, has decided to auction the individual items in the extensive collection to the heirs. Now, the heirs try to purchase the best parts of the inheritance for themselves, while dumping the worthless junk on their rivals in this tumultuous bidding & bluffing game! Scheduled to ship in January 2017.

HAB 302355 ..... \$29.99



### LITTLE BIRD BIG HUNGER

Ah, what's hatching over there? Four small cheeky chicks are beginning to poke through their shells - and have an enormous appetite! Only one thing will help - food! But, watch out! The roll of the die will decide what the chicks can be fed and how quickly they will grow! Scheduled to ship in March 2017.

HAB 302703 ..... \$9.99



### LUMINA: THE SEARCH FOR LIGHTNING BUGS

Enchanting lightning bugs flutter through the deep forest and across the broad fields on the island of Lumina. But, it's not easy to find them because the lightning bugs sometimes hide out in old shipwrecks offshore and in the enchanted ruins on the island. Who can best remember how to get from one location to the next and be the first to find five lightning bugs? Scheduled to ship in April 2017.

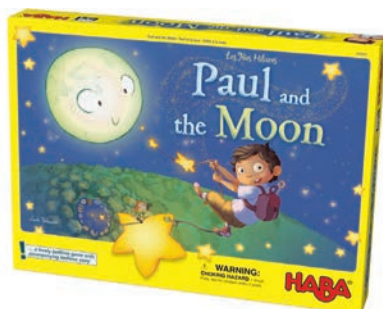
HAB 302701 ..... \$19.99



### MEDURIS

Following the call of the gods, your people strike out to settle at the foot of Mount Meduris. The mountain is dedicated to the most prolific of the Celtic gods and has fertile soil and plenty of raw material awaiting brave settlers. The fields are full of juicy grass for your sheep, and there are quarries, mines, and dense forests to explore. The area at the base of the mountain is divided into nine districts, whose rune stones indicate the worship of various gods. As one of four chosen ones, it is your task to develop the settlements and delight the gods. Build huts, present offerings to the druid, collect valuable rune stones, and construct monumental temples to curry favor with the gods and be deemed leader of the tribe. Scheduled to ship in January 2017.

HAB 302380 ..... \$49.99



### PAUL AND THE MOON

Oh dear! The moon has lost his radiant magic staff! Without the mystical staff the moon cannot wax, it can only wane. But, if the sparkle sprites can build a ladder along the stars before the moon vanishes behind the cloud, Paul may be able to climb up the ladder and return the magic staff to his friend, the moon. Who would like to help Paul and the sparkle sprites? Scheduled to ship in March 2017.

HAB 302697 ..... \$14.99



### PICASSIMO

Everyone is an artist! In *Picassimo*, players cheerfully brandish their markers and create true masterworks by interchanging individual sections. But, wait a minute! Is that supposed to be a goblin? Or rather a chicken? The player who can skillfully render and keep one step ahead by guessing correctly wins! Scheduled to ship in January 2017.

HAB 302399 ..... \$44.99



### PRINCESS MINA: JUNIOR RUMMY

Princess Mina has invited all her girlfriends to a relaxed afternoon at the castle. They want to try out Mina's new card game. Many sparkling stars can be won for the princesses to decorate their crowns. Who will be the first to decorate her headdress with three stars? Scheduled to ship in March 2017.

HAB 302700 ..... \$7.99

## HASBRO



### MARVEL SUPERHEROES CHUTES AND LADDERS

Ready for a climbing, sliding super-sized adventure? Get your spidey-senses tingling with this Spider-Man version of the classic *Chutes & Ladders* game! Just choose your character, whether it's a hero or a villain, and start (web) spinning the spinner! If you reach the Winner 100 square first, you win - and the ladders help you get there faster! But, watch out for those chutes! They'll slide you all the way to the bottom of the board, and then you're far away from the win! Scheduled to ship in January 2017.

MLB 47042 ..... PI



### MARVEL SUPERHERO SQUAD GUESS WHO

Use your super-sleuthing skills to guess your opponent's Mystery Super Hero in the *Marvel Super-Hero Squad Guess Who Board Game*! Scheduled to ship in January 2017.

MLB C1299 ..... PI



### STAR WARS CLUE

In *Star Wars Clue*, players have managed to sneak onto the Empire's ultimate weapon, the Death Star! Be the first to discover what planet Darth Vader plans to destroy next, which room the Death Star plans are hidden in, and what's the correct escape vehicle. Scheduled to ship in January 2017.

MLB B7688 ..... PI



### STAR WARS OPERATION

R2-D2 is on the blink and looking for a steady hand to help! Can you repair a cranky crankshaft or a hiccupping hologram? Follow the *Operation* instructions and hope the Force is with you - one wrong move and your electronic gameboard will sound the alarm! Scheduled to ship in January 2017.

MLB B8614 ..... PI



### TROLLS OPERATION

Poppy and her friends have tiny charms stuck in their flowing strands of hair and need help getting them out! Collect the charms from the Troll's colorful hair... but, be careful! Touching the sides of the openings with the tweezers will set the buzzer off! Scheduled to ship in January 2017.

MLB B9180 ..... PI



## STAR WARS TRIVIAL PURSUIT: THE BLACK SERIES

Become a Jedi Master of trivia with this Black Series Edition of *Star Wars Trivial Pursuit*! Recall favorite movie moments from the entire *Star Wars* saga including *Star Wars: The Force Awakens* with 1,800 questions in six *Star Wars*-themed categories: The Cantina, The Force, Heroes, Villains and Scoundrels, The Saga, A Galaxy Far, Far Away, and Hyperspace. Choose your allegiance with a Jedi, Rebel Alliance, First Order, or Galactic Empire sculpted token! Scheduled to ship in January 2017.

MLB B8615.....PI

## TRIVIAL PURSUIT - 2000S EDITION

Love the 2000s? Prove it with the 2000s Edition of *Trivial Pursuit*! This fun, fact-filled game features 300 trivia cards with 1800 questions from six categories, including Places, Entertainment, Events, The Arts, Science and Tech, and Sports and Hobbies. Scheduled to ship in January 2017.

MLB B7388.....PI



## TRIVIAL PURSUIT - X BOARD GAME

*Trivial Pursuit X* was created for adults and features edgy trivia that leaves its mark... literally. Because now, the wrong answers have consequences! The game comes with an inked "X" stamp for players to stamp on opponents' foreheads when they answer a question incorrectly! Scheduled to ship in January 2017.

MLB B9011.....PI



## STAR WARS TROUBLE

Featuring a new pop-o-matic R2-D2, *Star Wars: Clone Wars Trouble* includes authentic R2-D2 electronic sounds! Scheduled to ship in January 2017.

MLB B8616.....PI



## TROLLS TROUBLE

The Bergens are on the move and they're in search of Trolls to eat for their annual feast! This DreamWorks *Trolls* Edition of *Trouble* combines classic gameplay with *Trolls* tricks! Try to get your Troll pawns home safely - but the Bergens are always lurking and can "pop up" at any time! Scheduled to ship in January 2017.

MLB B8441.....PI

## IDW GAMES



## RANDOM ENCOUNTER: SEAS OF THE SEA CHICKEN

Yaarrrr! Bwaaaakkk! *Random Encounter*, your favorite eight-bit brawler, is back with a stand-alone sequel, *Seas of the Sea Chicken*! In this 1-5 player game, you'll either raid your friends or adventure alone in a rocking, rollicking rumble for loot. Part poker, part tactical combat, *Random Encounter: Seas of the Sea Chicken* pits players against each other in a battle of bravery and bluffing.

IDW 01265.....\$19.99



Well, almost. More like a villain aspiring to be super. In *Villainy™* you are trying to be the first villain to complete 3 evil plans and defeat that pesky super-hero who watches over the city day and night—Fantastiman™. You must hire minions to aid you in your quest to complete your MAGNUM OPUS. You will have to commit crimes, go to work as your alter ego, and acquire the special skills necessary to see your great plans through to their TRIUMPHANT END!



2-4



30-90



12+



Mayfair  
Games®



mayfairgames.com

Copyright © 2016 "Villainy" is copyright and trademark property of Mayfair Games, Inc. All rights reserved.



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WWW.GAMETRADEMAGAZINE.COM

GTM  
MAR  
2017



## INDIE BOARDS &amp; CARDS

## DELVE

Brave Delvers from across the realm have journeyed to seek their fortune within the dungeons of Skull Cavern. Gold, treasures, and perilous encounters await behind every door! Grab your gear, sharpen your swords, and watch out for those kobolds! *Delve* is a dungeon-building adventure that combines tile-laying, dice-driven combat, and an immersive narrative experience in a charming fantasy setting. Scheduled to ship in June 2017.

PSI IBCDEL1 ..... \$39.99



## IELLO

OFFERED AGAIN

## SPOTLIGHT ON



## O/A KING OF TOKYO

In *King Of Tokyo*, players portray mutant monsters, gigantic robots, and other monstrous creatures, all of whom are happily whacking each other in a joyous atmosphere in order to become the one and only King Of Tokyo. Win destruction points, hoard energy, or whack other players into understanding Tokyo is your territory!

IEL 51032 ..... \$39.99

## SPOTLIGHT ON

## O/A SEA OF CLOUDS

Soar above the clouds to become an infamous air pirate in *Sea of Clouds*! Face other pirates aboard your flying ship and show them who's boss! To do this, board enemy ships, plunder treasure, collect relics, and unearth the best rum!

IEL 51293 ..... \$29.99



## ION GAME DESIGN

## HIRP

In *HIRP*, *The Royal Game of Viking Conflict*, two players take on the role of opposing Viking kings, or Lofoung, fighting for control in an archipelago. The Lofoung are joined on the battlefield by their closest warriors (HIRP) and their boats (Karve), with the land represented by a board with 11 squares. Each turn you make five moves with your pieces, which include entering the board, entering or exiting a Karve (the boat), and moving between squares on the board. You win the game if you manage to control the five middle squares of the board or force the opposing player's Lofoung off the board. Featuring cloth components with embroidered patterns, wood pieces, and an authentic Viking coin replica, this ingenious, portable, abstract game is uniquely crafted to

give the feeling of vintage, Viking-era gaming. Scheduled to ship in March 2017.

ION 001 ..... \$39.00

## IRON WIND METALS

## FLEA FLE-14 MECH XTRO

## SUCCESSION WARS

Scheduled to ship in May 2017.

IWM 20-5148 ..... \$9.25

## GAMBIT GBT-1G MECH (TRO

## 3145) FREE WORLDS LEAGUE

Scheduled to ship in May 2017.

IWM 20-5146 ..... \$9.95

## URAEUS UAE-7R MECH (TRO

## 3145) REPUBLIC OF THE SPHERE

Scheduled to ship in May 2017.

IWM 20-5147 ..... \$17.25

## VALKYRIE VLK-QA MECH HISTORICAL

## 1ST SUCCESSION WARS

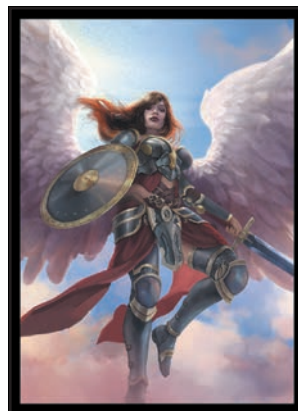
Scheduled to ship in May 2017.

IWM 20-5149 ..... \$10.50

## LEGION SUPPLIES

## EPIC DOUBLE MATTE SLEEVES (60)

Scheduled to ship in January 2017.



## ANGEL OF MERCY

LGN EPC987 ..... PI



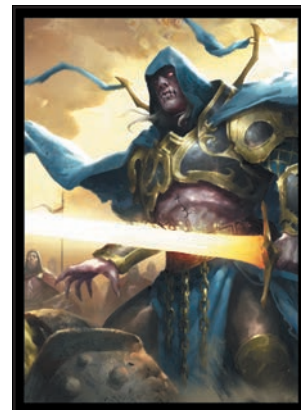
## DRAGON TYRANT

LGN EPC989 ..... PI



## DARK KNIGHT

LGN EPC988 ..... PI



## KNIGHT OF SHADOWS

LGN EPC990 ..... PI



## HERO REALMS CARD BOX (PLUS 1

## PROMO CARD AND 240 SLEEVES)

Scheduled to ship in January 2017.

LGN HER902 ..... PI



## STAR REALMS CARD BOX (PLUS 1

## PROMO CARD AND 240 SLEEVES)

Scheduled to ship in January 2017.

LGN STR983 ..... PI

## LOONEY LABS

### SPOTLIGHT ON



#### CHEMISTRY FLUXX

The Science of Change! *Chemistry Fluxx* is the perfect compound of chance and skill, where you'll not only be playing with elements and molecules, you'll also be learning about them! Use atoms and laboratory gear to match the current goal and win! It's Elementary!

LOO 078 ..... \$16.00

## MANTIC ENTERTAINMENT



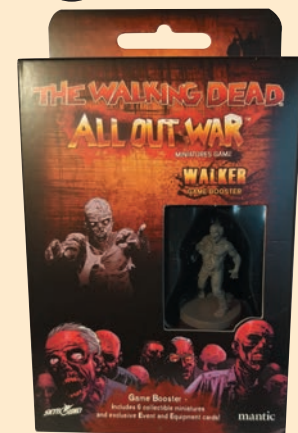
#### THE WALKING DEAD: ALL OUT WAR ATLANTA CAMP DELUXE GAMING MAT

MGE MGWD205 ..... \$34.99

#### THE WALKING DEAD: ALL OUT WAR DELUXE GAMING MAT

MGE MGWD203 ..... \$34.99

### SPOTLIGHT ON



#### THE WALKING DEAD: ALL OUT WAR WALKER BOOSTER EXPANSION

Scheduled to ship in February 2017.  
MGE MGWD101 ..... \$19.99

## MAYFAIR GAMES



### FEATURED ITEM



#### IRON DRAGON

Science, fantasy, and trains mix in the popular game of fun and finances, *Iron Dragon*! Lay track across a mythical realm filled with wizards, elves, and rainbow bridges as genetically-engineered dragons pull boxcars loaded with jewels, magical items, and other treasures from city to city. Dangerous jungles must be crossed, rivers forged, and orcs bribed, as players plan routes and amass money in an attempt to create a fantasy empire. Scheduled to ship in April 2017.

MFG 4607 ..... PI

## MINION GAMES



#### COSMIC KABOOM

For centuries, the Factions have been at war. However, it wasn't until recently that they developed the ability to create a bomb so powerful as to destroy entire planets. Now, the secret is out, and it's a race to see which faction will be triumphant and become RULERS OF THE UNIVERSE! *Cosmic Kaboom* is a dexterity flicking game where players fly around space collecting energy to power up space bombs which are used to eradicate the planets of their enemies. Scheduled to ship in March 2017.

IMP MNI-CK100 ..... \$29.99



#### SAGA OF THE NORTHMEN

Glory awaits intrepid adventurers in the *Saga of the Northmen*, a Dark Ages wargame of shifting alliances and area control. Through deft use of influence cards, you do battle with other chieftains to gain control of the seven major kingdoms of Europe. Forge alliances, then move your armies and fleets to plunder while completing secret trade routes unknown to others. Earn the most points from plunder and completed objectives to be crowned Supreme Chieftain! Scheduled to ship in March 2017.

IMP MNISN100 ..... \$39.99

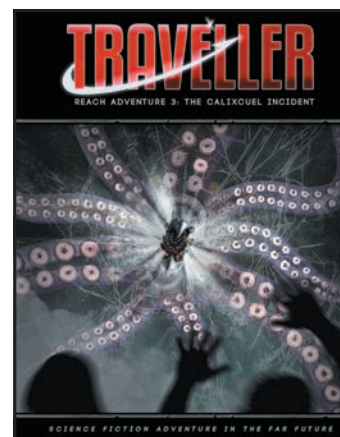


#### SQUISHY DICE

Scheduled to ship in March 2017.

<b>CHOCOLATE D20</b>	
IMP MNISD20CH .....	\$3.99
<b>CHOCOLATE - SET OF 7</b>	
IMP MNISD7CH .....	\$19.99
<b>DARK GRAY D20</b>	
IMP MNISD20DG .....	\$3.99
<b>DARK GRAY - SET OF 7</b>	
IMP MNISD7DG .....	\$19.99
<b>DARK PURPLE D20</b>	
IMP MNISD20DP .....	\$3.99
<b>DARK PURPLE - SET OF 7</b>	
IMP MNISD7DP .....	\$19.99
<b>MULTI-COLOR - SET OF 7</b>	
IMP MNISD7V3 .....	\$19.99
<b>PINK D20</b>	
IMP MNISD20PK .....	\$3.99
<b>PINK - SET OF 7</b>	
IMP MNISD7PK .....	\$19.99
<b>TURQUOISE</b>	
IMP MNISD20TQ .....	\$3.99
<b>TURQUOISE - SET OF 7</b>	
IMP MNISD7TQ .....	\$19.99
<b>WHITE D20</b>	
IMP MNISD20W .....	\$3.99
<b>WHITE - SET OF 7</b>	
IMP MNISD7W .....	\$19.99
<b>YELLOW D20</b>	
IMP MNISD20Y .....	\$3.99
<b>YELLOW</b>	
IMP MNISD7Y .....	\$19.99

## MONGOOSE PUBLISHING



#### TRAVELLER RPG: REACH ADVENTURE 3 - THE CALIXCUEL INCIDENT

In *The Calixcuel Incident*, the Travellers are visiting an underwater city when a disaster strikes! Amid the chaos, they discover they have the means to save the entire city by reaching and starting the auxiliary reactor. However, the unit is located in a secure bunker on the seabed, separate from the city, between mobs of panicking citizens, jammed bulkhead hatches, and several kilometres of ocean. Oh, and a giant squid! Scheduled to ship in April 2017.

S2P MGP40011 ..... \$14.99

## MONTE COOK GAMES



### NO THANK YOU EVIL! RPG: UH-OH MONSTERS!

Storia is a land filled with adventure - and adventures tend to be filled with monsters! *Uh-oh, Monsters!* introduces three complete adventures for *No Thank You, Evil!*, plus loads of monsters, humans, aliens, robots, and other walking, talking, fighting, biting creatures you'll encounter in Storia. Visit the Monster Museum, discover quirks, and learn how to make your own monsters. *Uh-oh, Monsters!* also includes creature cards to add to the deck from your original *No Thank You, Evil!* game, and colorful, sturdy creature

standups to use at your game table. Scheduled to ship in May 2017.  
PSI MCG101 ..... \$29.99

### NUMENERA RPG: NINTH WORLD BESTIARY 2 HARDCOVER

The Ninth World is unlike any other fantasy setting: weird, imaginative, dangerous, and often a bit creepy. The creatures of the *Numenera* setting are no different, and the *Ninth World Bestiary 2* gives you 170 new ones to populate your campaign, with additional details about the Ninth World's complex far-future, post-apocalyptic ecology. Ninth World parasites, transdimensional creatures, mechanical automatons, extraterrestrials, and loads and loads of creatures for characters to face and fight are just the beginning in the weird and wonderful setting of *Numenera*. Scheduled to ship in May 2017.  
PSI MCG089 ..... \$44.99



NOT FINAL ART

## MR. B GAMES



### ALIEN UPRISING: ZOTHREN INVASION STAND ALONE CARD GAME

The holocrons are rolling. The Zothren Invasion will be televised. Does your hero have what it takes to be the true defender of Earth? Draft parts, build the ultimate fighting mech, then launch it against invading hordes of Zothren in your quest for fame and glory! It's every crewman for themselves in *Zothren Invasion*, a standalone card game set in the *Alien Uprising* Universe, originally designed by Richard Lauinius and Sean Brown. Scheduled to ship in March 2017.

MIB 1021 ..... \$24.99

## NINE DRAGONS



### HONOUR RPG: THE WEDDING BANQUET

A standard, high-profile security job in the bustling and dangerous Walled City of Heung Gong turns out to be a gateway into the unreal, the impossible, and the inhuman in *The Wedding Banquet*, an introductory adventure for the *Honour* RPG. Scheduled to ship in April 2017.  
S2P NDRADVHON001 ..... \$10.00

## NINJA DIVISION GAMES



### CTHULHU: A DECK BUILDING GAME

In *Cthulhu: A Deck Building Game*, players work cooperatively as Investigators to banish the Elder Gods and their minions. But, be wary! The Elder Gods will attempt to stop the Investigators through attacks - both psychological and physical - and if all of the Investigators have their health or sanity reduced to zero the Elder Gods triumph! *Cthulhu: A Deck Building Game* includes 12 different Elder Gods, 21 unique Investigators, and hundreds of minions, mythos horrors, and library cards. Scheduled to ship in March 2017.  
NJD 050201 ..... \$59.99

## SPOTLIGHT ON



### LOAD (LEAGUE OF ANCIENT DEFENDERS)

The vile forces of Chaos have invaded the island kingdom of Atlantis - humanity's last hope. In *LOAD* (League of Ancient Defenders), players must leverage the unique abilities of their Heroes as they push three lanes simultaneously toward the opposing faction's base. By destroying key enemy objectives, towers, and spawn points, they will force their opponent to abandon the battle in full retreat. *LOAD* contains 69 miniatures (including heroes, protectors, skirmishers, runners and regulars), 12 character cards, 65 item cards, 50 forest cards, 120 various tokens, 12 dice, a game board, and a rulebook. Scheduled to ship in February 2017.  
NJD 411301 ..... \$99.95



## FEATURED ITEM

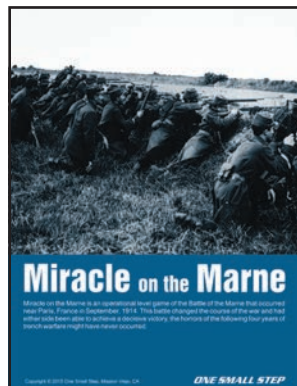
### MY LITTLE PONY: TAILS OF EQUESTRIA RPG

*My Little Pony: Tails of Equestria* is a storytelling, pen-and-paper game where players create and roleplay as pony heroes who explore and seek adventure in the various lands of Equestria. Guided by a Game Master, players adventure together and use the 'magic of friendship' to overcome obstacles as they learn more about each other and the world around them. Armed with core skills and special abilities, each player ventures into the world of Equestria with their pony peers, forging deeper friendships as they help one another in the whimsical world they create through every action they take. Outlining character creation, scenarios, and play, *Tails of Equestria* brings *My Little Pony* to life for all who love the magic-filled world of Equestria. Scheduled to ship in March 2017.

NJD 440301 ..... \$34.95



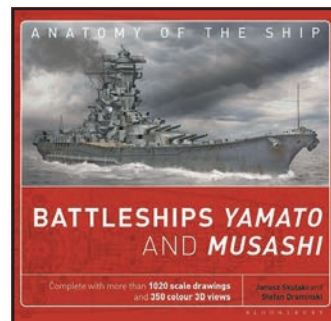
## ONE SMALL STEP GAMES



### MIRACLE ON THE MARNE RPG

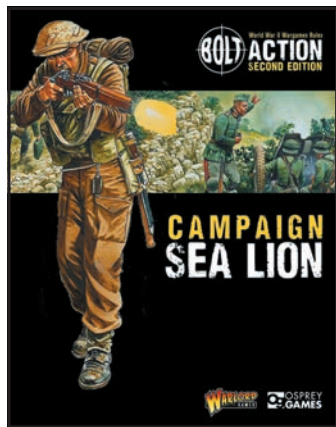
The battles of World War I completely and forever redefined warfare in the western world. They marked the end of the older tradition and the beginning of the age of total war, and a century of conflict. *Miracle on the Marne* is an operational-level game of the Battle of the Marne that occurred near Paris, France in September, 1914. Scheduled to ship in April 2017.  
S2P OSSBX1505 ..... \$49.95

## OSPREY PUBLISHING



### BATTLESHIPS YAMATO AND MUSASHI

Equipped with the largest guns and heaviest armor and with the greatest displacement of any ship ever built, the *Yamato* proved to be a formidable opponent to the US Pacific Fleet in the Second World War. The book contains a full description of the design and construction of the battleship, including wartime modifications and a career history, followed by a substantial pictorial section with rare onboard views of *Yamato* and her sister ship, *Musashi*. Scheduled to ship in May 2017.  
OSP ASP002 ..... \$60.00

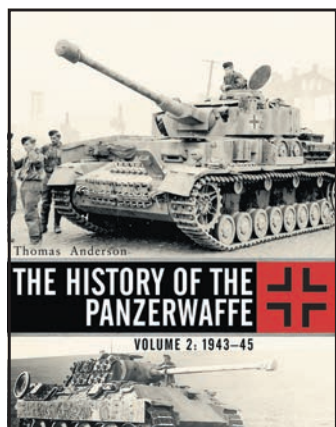


#### BOLT ACTION:

##### CAMPAIGN - SEA LION

The year is 1940, and the German invasion of Britain has begun. Defend the cliffs of Dover and the beaches of Kent from wave after wave of German landing craft. Parachute into the Home Counties in a surgical strike to capture Winston Churchill. Rally the Home Guard in a last, desperate attempt to keep England free of the Nazi invaders! With this campaign book for *Bolt Action*, players can fight the battles of World War II's greatest 'what if' scenarios. Containing new rules, scenarios, and unit types covering all of the unique features of this alternate history campaign, it offers a chance for *Bolt Action* players to truly rewrite the history of World War II. Scheduled to ship in May 2017.

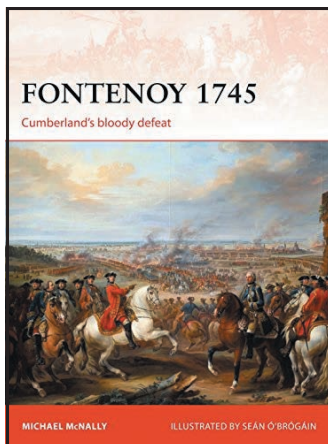
OSP BTC019 .....\$30.00



#### HISTORY OF PANZERWAFTE: VOLUME 2 - 1943-45

The final years of World War II saw the legendary Panzerwaffe face its most difficult challenges, with Allied troops landing at Normandy and storming across the continent, and the Russians gaining the upper hand on the Eastern Front. As Germany fought fiercely to hold on to the advantages gained in the early years, they relied heavily on the Panzer IV, the Panzer V Panther, and the StG III, the backbone of their infamous armored divisions, to hold back their advancing opponents. This second volume on the Panzerwaffe offers a comprehensive guide to the final years of Germany's most famous fighting force, covering the further use of the Panzer IV, the role played by the StG III assault gun, and the battlefield debut of the formidable Panther. Explosive combat reports and rare archive photographs help uncover the final years of the Panzers, from their defense against the D-Day landings and the role they played in the Ardennes Offensive, to their valiant last stand in Berlin. Scheduled to ship in May 2017.

OSP GM247X .....\$40.00



#### FONTENOY 1745

Cumberland's bloody defeat

#### FONTENOY 1745:

##### CUMBERLANDS BLOODY DEFEAT

A disputed succession to the Austrian throne led to general war between the leading powers of Europe in 1740, with France, Spain, and Prussia on one side, and Britain, Habsburg Austria, and the Dutch Republic on the other. While fighting occurred across the globe, the bloodiest battles were fought on the European continent, with none more costly than the battle of Fontenoy in 1745. This title, beautifully illustrated with full color plates, is an in-depth study of the British Duke of Cumberland's attempt to assault Saxe's position. Scheduled to ship in May 2017.

OSP CAM307 .....\$24.00



#### HURRICANE: HAWKERS FIGHTER LEGEND

2017 marks the 80th Anniversary of the remarkable Hawker Hurricane formally entering service. The RAF's first monoplane fighter, it dragged the air force into a position where it could defend Britain in her 'hour of need.' Without the obvious elegance of the Me 109 or the Spitfire, the Hurricane was nonetheless beloved by its pilots for its ability to simultaneously take a battering and inflict serious damage from its remarkably stable gun platform. Despite the intervening decades, the Hurricane is still well loved to this day. Often overshadowed by the Spitfire, recent years have seen a resurgence in interest in the plucky 'Hurricane.' This remarkable book reveals the Hurricane in all its glory - from fascinating, first-hand accounts from the men who flew her to the truly breath-taking images from John Dibbs of the Hurricanes still in flight today. Scheduled to ship in May 2017.

OSP GM248 .....\$45.00

# TERRY PRATCHETT

# THE WITCHES

*It's not easy being a trainee witch!*

*Become a trainee witch in this delightful cooperative game set in Terry Pratchett's Discworld universe!*

2-4

60-120

13+

Mayfair Games®

mayfairgames.com

Copyright © 2016 "The Witches" is copyright and trademark property of Mayfair Games, Inc. All rights reserved.



### JU 52 3M BOMBER AND TRANSPORT UNITS 1936-41

The all-metal Junkers Ju 52/3m enjoyed a solid - indeed, revered - reputation amongst its crews and the troops and paratroopers who used and depended on it. This, the first of two books on the Ju 52/3m, details its service as a bomber in Spain and in South America, followed by its pivotal role in early war operations during the invasions of Poland and France, the airborne invasion of Crete, and the early stages of Operation Barbarossa. Scheduled to ship in May 2017.

OSP COM120 .....\$23.00



### Longbowman VS Crossbowman: Hundred Years War 1337-60

For centuries, the crossbow had dominated the battlefields of continental Europe, with mercenaries from Genoa and Brabant in particular filling the ranks of the French army, yet on the outbreak of the Hundred Years' War they came up against a more powerful foe. To master the English longbow was a labor of years, requiring far greater skill to use than the crossbow, but it was much more flexible and formidable, striking fear into French men-at-arms and cavalry. This study examines three battles - Sluys (1340), Crecy (1346), and Poitiers (1356) - and shows how the use of the longbow allowed England's armies to inflict crushing defeats on numerically superior forces. Scheduled to ship in May 2017.

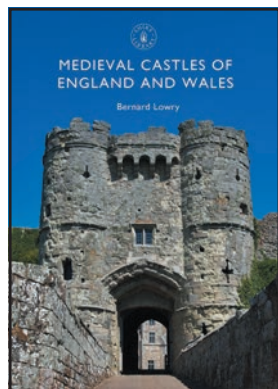
OSP CBT024 .....\$20.00



### LOST EXPEDITION: A GAME OF SURVIVAL IN THE AMAZON

Legendary explorer Percy Fawcett marched deep into the Amazon in search of El Dorado. He was never seen again. Your team has gone in search of him, but now you hope to escape the jungle with the greatest treasure of all - your life! Make the best of your food, your ammunition, and your health as you plunge deep into the jungle. Choose your path carefully to ensure you're ready for the pitfalls which may occur. From award-winning designer Peer Sylvester (*The King is Dead, Discover India*), *The Lost Expedition* is a game of hard choices that can be played as solo, cooperatively, or competitively between teams of explorers racing to be the first out of the jungle. Scheduled to ship in May 2017.

OSP GAM012 .....\$35.00



### MEDIEVAL CASTLES OF ENGLAND AND WALES

Designed both to protect the inhabitants of the towns they towered over and cow them into submission, castles dominated the landscape of Medieval England and Wales. Though some were built before 1066, the Norman Conquest left a lasting legacy of domination in the form of fortifications ranging from small earthworks now barely discernible, to mighty and dominating stone fortresses. This book examines why medieval English kings and Welsh princes constructed castles, their importance in warfare and domestic politics, and the day-to-day lives of those who lived and worked within them. Scheduled to ship in May 2017.

OSP SLI837 .....\$15.00

### NORTH AMERICAN X-15

The revolutionary X-15 remains the fastest manned aircraft ever to fly. Built in the two decades following World War II, it was the most successful of the high-speed X-planes. With historical photographs and stunning digital artwork, this is the story of arguably the greatest of the X-Planes. Scheduled to ship in May 2017.

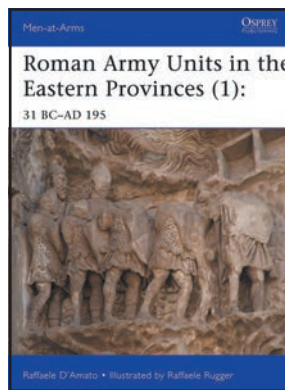
OSP XPL003 .....\$20.00



### PILUM: THE ROMAN HEAVY JAVELIN

A heavy javelin, normally used as a shock weapon immediately before contact, the pilum was designed with a particular specialty: it could penetrate a shield and carry on into the individual behind it. Drawing upon recent major finds in the Iberian Peninsula and the Balkans, as well as written records and rigorous scientific analysis, this enthralling study lifts the veil on the evolving nature of the pilum, the Roman heavy javelin that helped to conquer the known world. Scheduled to ship in May 2017.

OSP WEAP055 .....\$20.00



### ROMAN ARMY UNITS IN THE EASTERN PROVINCES (1): 31 BC-AD 195

Between the reigns of Augustus and Septimius Severus, the Eastern provinces of the Roman Empire frequently saw brutal fighting, most notably during the conquest of Dacia by Trajan, the suppression of the Great Revolt in Judea, and intermittent clashes with Rome's great rival Parthia. Using evidence drawn from recent archaeological finds, this book paints a vivid portrait of Roman army units in the Eastern provinces in the first two centuries of the Imperial period. Scheduled to ship in May 2017.

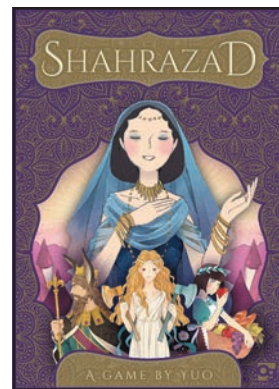
OSP MAA511 .....\$18.00



### SECRET WELL KEPT: THE UNTOLD STORY OF SIR VERNON KELL, FOUNDER OF MI5

The United Kingdom's domestic counter-intelligence and security agency, most commonly known as MI5, was founded in 1909 by Sir Vernon Kell KBE. Kell ("K" within the agency) not only founded MI5, but was also its Director for 31 years, the longest tenure of any head of a British government department during the twentieth century. *A Secret Well Kept* was written by Kell's wife, Constance, in the 1950s, revealing their life in China during the Boxer Rebellion, the formation of MI5 in 1909, the key characters, events, and spy cases of Kell's career, and his important work achieved for the country during two world wars. Scheduled to ship in May 2017.

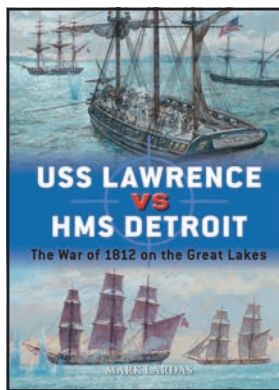
OSP CNW121 .....\$27.00



### SHAHRAZAD: STORIES UNFURL FOR 1 OR 2 PLAYERS

In this engaging storytelling game, players aid Shahrazad, the character and storyteller from the classic *One Thousand and One Nights*, tell stories to pass another night by playing tiles featuring unique takes on iconic fairy-tales to construct the best story. Each turn players will play a single tile, then draw a tile, building a folk-tale tableaux. Scheduled to ship in May 2017.

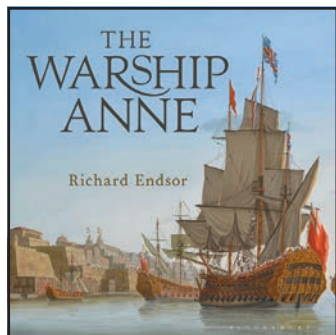
OSP OSG011 .....\$20.00



### USS LAWRENCE VS HMS DETROIT: THE WAR OF 1812 ON THE GREAT LAKES

Most of the critical naval fighting during the War of 1812 took place, not on the high seas, but on the inland lakes of North America: the Great Lakes and Lake Champlain. Actions often involved two ships facing each other broadside to broadside, the best example of which was the battle of Lake Erie in 1813 where *HMS Detroit* led a Royal Navy squadron against the *USS Lawrence*-led US Navy. Featuring full-color artwork, this lively study investigates the prolonged struggle between British and US sloops-of-war, highlighting the differences between the war on the lakes and the war on the oceans during the Age of Fighting Sail. Scheduled to ship in May 2017.

OSP DUE079 .....\$20.00



### WARSHIP ANNE: AN ILLUSTRATED HISTORY

If you go down to the shore at Hastings on the UK's south coast at low tide, you'll come upon an amazing sight. There, revealed by the receding waves, are the remarkably complete mortal remains of a seventeenth-century warship. The *Anne* was launched in 1678 and was lost in 1690 at the battle of Beachy Head. Ship's historian and draughtsman Richard Endors has written a history of this wonderful and accessible ship, bringing the *Anne* fully back to life using his beautiful and accurate drawings and paintings. Scheduled to ship in May 2017.

OSP CNW122.....\$35.00

### WRNS: THE WOMENS ROYAL NAVAL SERVICE

From cooks and clerks to weapons analysts and air mechanics, generations of women have served in the Wrens (Women's Royal Naval Service or WRNS). The Royal Navy was the first of the UK armed services to admit women during the First World War with the purpose of freeing up a man to go to sea by giving his job to a trained female worker. This book focuses on the work and experiences of Wrens during the two world wars, introducing the kinds of jobs they performed and the places where they served, and contains poignant accounts from the women themselves, along with contemporary images of the Wrens in action and modern photographs of their uniforms, badges and insignia. Scheduled to ship in April 2017.

OSP SLI828.....\$14.00



## PAIZO PUBLISHING



### PATHFINDER LEGENDS: CURSE OF THE CRIMSON THRONE - ESCAPE FROM OLD KORVOSA (AUDIO CD)

Anarchy, plague, and the mandates of a pitiless queen have thrown the island community of Old Korvosa into chaos. Forsaken by the government and cut off from the rest of the city, hundreds of unfortunates stand helpless against the rising criminal warlords, each eager to carve out a slice of Korvosa as his own. Yet, amid the turmoil of warring gangs and sinister power mongers hides the only man who might be able to restore sanity to the beleaguered city. But why has he remained silent for so long? What secret of the new queen does he hide? And what fiendish power grows in the shadows, ready to sink its claws into the heart of Old Korvosa? *Pathfinder Legends* audio dramas feature a cast of professional actors, sound effects, and music that immerse you into the dangerous and exciting world of *Pathfinder*. Scheduled to ship in March 2017.

PZO BFPPATHCD015.....\$21.99



### PATHFINDER RPG: ADVANCED PLAYER'S GUIDE (POCKET EDITION)

Take Your Game to the Next Level! Explore new and uncharted depths of roleplaying with the *Advanced Player's Guide*! Empower your existing characters with expanded rules for all 11 *Pathfinder Roleplaying Game* core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20th level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this handy, portable Pocket Edition of the *Advanced Player's Guide* has everything you need to make your heroes more heroic. Scheduled to ship in April 2017.

PZO 1115-PE.....\$19.99

### PATHFINDER RPG: ADVENTURE PATH - IRONFANG INVASION PART 4 - SIEGE OF STONE

The Ironfang Legion's secret weapon has been revealed! An ancient dwarven artifact known as the Stone Road allows the hobgoblins to move their forces hundreds of miles at a time, completely unseen. Whatever secrets - and vulnerabilities - the Stone Road may have lie sealed within the dwarven Sky Citadel of Kraggodan. To enter the besieged fortress-city, the heroes must brave the dangers of the Darklands and the long-abandoned corners of the ancient city now dominated by horrors from deep below! A *Pathfinder Roleplaying Game* adventure for 11th-level characters, *Siege of Stone* continues the *Ironfang Invasion Adventure Path*. Scheduled to ship in May 2017.

PZO 90118.....\$24.99



## SPOTLIGHT ON



### PATHFINDER RPG: ADVENTURER'S GUIDE HARDCOVER

Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The *Pathfinder Adventurer's Guide* presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, and access to unusual gear or mounts. Scheduled to ship in May 2017.

PZO 1138.....\$39.99



### PATHFINDER RPG: FLIP-MAT - AIRSHIP

Whether you're exploring an ancient relic of a lost skyfaring civilization or piloting your own airship through the clouds, *Pathfinder Flip-Mat: Airship* has you covered. One side features the exterior of this futuristic vessel, designed to resemble a flying dragon, while the second takes your players onto the contraption's deck. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in May 2017.

PZO 30082.....\$14.99



### PATHFINDER RPG: GAMEMASTERY GUIDE (POCKET EDITION)

Rule Your World! Players may be the heroes of the *Pathfinder Roleplaying Game*, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the *GameMastery Guide* is here to back you up! Packed with invaluable hints and information, this handy, portable Pocket Edition of the *GameMastery Guide* contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Scheduled to ship in April 2017.

PZO 1114-PE.....\$19.99



**PATHFINDER RPG:  
PAWNS - STRANGE AEONS  
PAWN COLLECTION**

Key monsters and NPCs from the *Strange Aeons Adventure Path* come alive on your tabletop with the *Strange Aeons Pawn Collection*, featuring more than 100 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful, full-color image of a monster or NPC from the *Strange Aeons* campaign, including cultists, eldritch abominations, flying polyps, and dozens of unique pawns also suitable for representing player characters. Scheduled to ship in May 2017.

PZO 1025 .....\$24.99



**PATHFINDER RPG: PLAYER  
COMPANION - LEGACY  
OF THE FIRST WORLD**

All the trickery and wild power of the fey are yours to command with *Pathfinder Player Companion: Legacy of the First World*. Let the wilderness inspire your heroes with a spectrum of new ways to play fey-touched characters, along with new powers for classes seeking to strengthen their bonds to nature. With a host of new archetypes, feats, magic items, spells, and other fey-inspired character options, *Legacy of the First World* is your gateway to all the secrets and savagery of nature's wildest denizens! Scheduled to ship in May 2017.

PZO 9480 .....\$14.99



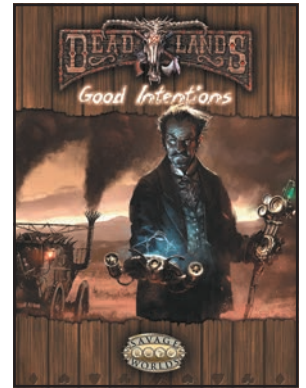
**SAVAGE WORLDS RPG: DEADLANDS - CLASSIC 20TH ANNIVERSARY EDITION**  
Classic Never Goes Out of Style! With the 20th Anniversary Edition of *Deadlands Classic*, your posse can keep ridin' the Weird West, "classic" style! The first edition of the award-winning *Deadlands* hit the shelves in 1996 - this 20th Anniversary Edition reprints the revised and best version of the rules system, complete with a Conversion Guide so Classic Marshals can use all the Plot Point Campaigns, including *Good Intentions*, to spur their ghost rock-fevered dreams. Scheduled to ship in April 2017.

S2P 10020 .....\$59.99

**SAVAGE WORLDS RPG: DEADLANDS -  
GOOD INTENTIONS**

The fourth and final Servitor Plot Point Campaign for *Deadlands*, *Good Intentions* gives you everything you need to run thrilling adventures in the Nation of Deseret, domain of the most contagious Reckoner, Pestilence! Scheduled to ship in April 2017.

S2P 10217 .....\$29.99



**PANDASAURUS GAMES**



**WASTELAND EXPRESS  
DELIVERY SERVICE**

In *Wasteland Express Delivery Service*, players take on the role of drivers inhabiting a post-apocalyptic wasteland riddled with outrageous, unhinged, and otherworldly characters set on unleashing mayhem at every turn. In order to survive in this deranged universe, drivers must deliver food, water, and guns between the handful of settlements pockmarked throughout the Wasteland. If you want to survive you'll have to battle through the insane raiders who occupy the void between cities, and take on missions from the three factions that have divided up the last of civilization and gain

favor with them: the fascist New Republic Army, the heretical Oracles of Ceres, and the technologically obsessed Archivists. Outfit your truck, hire some insane riders to help fend off raiders, add some storage, and keep on truckin'! Scheduled to ship in April 2017.

PAN 201701 .....\$79.95

**PINNACLE ENTERTAINMENT GROUP**



**SAVAGE WORLDS RPG:  
DEADLANDS - 20TH  
ANNIVERSARY ACTION DECKS**

This double deck of cards features some of the best art from over the past 20 years of *Deadlands*! Each deck contains 52 cards and two Jokers. Scheduled to ship in April 2017.

S2P 10021 .....\$19.99



**SAVAGE WORLDS RPG:  
DEADLANDS - CITY O' GLOOM  
AND SKULLCHUCKER ARENA MAP**

New for *Good Intentions*, this map is imprinted with an arena for the Weird West's favorite sport, Skullchucker, on one side, and a section of the City o' Gloom on the other! This 24" x 30" map features a coating that is wet, dry, and permanent marker erasable. Scheduled to ship in April 2017.

S2P 10218 .....\$14.99

**POKÉMON USA**



**FEATURED ITEM**



**POKÉMON TCG: SUN & MOON TRAINER KIT, LYCANROC & ALOLAN  
RAICHU DISPLAY (8)**

Master the art of Pokémon battling with your favorite Pokémon - one card at a time! The *Pokémon TCG: Sun & Moon Trainer Kit - Lycanroc & Alolan Raichu* gets you playing from the very first card you draw! This kit contains everything you need to learn, train, and win, including two 30-card decks, each with a specially selected foil card, two guided game booklets to teach you how to play, a two-player playmat with great game tips and rules on the reverse side, Damage counters and Special Condition markers, a collectible game coin with a cool Pokémon design, an illustrated deck box to store your new cards, and a code card for the Pokémon Trading Card Game Online. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80210-D .....PI

**POKÉMON TCG: COLLECTOR CHEST  
TIN (SPRING 2017)**

A Trove of Pokémon Treasures! This sturdy metal case contains more than a dozen special Pokémon goodies, including five *Pokémon TCG* booster packs, three foil promo cards featuring Rowlet, Litten, and Popplio, a cool collectible Pokémon coin, two colorful sticker sheets, a mini album to store your favorite cards, a Pokémon notepad with four pencils, and a code card for the Pokémon Trading Card Game Online.

PUI 80212 .....PI

**POKÉMON TCG: MEGA CAMERUPT  
EX AND MEGA SHARPEDO EX  
PREMIUM COLLECTION BOX**

Each premium collection box contains a never-before-seen foil promo card, foil oversized card, collector's coin, and collector's pin featuring Mega Camerupt-EX or Mega Sharpedo-EX, plus one Spirit Link card to get these Mega Evolution Pokémon into play fast, six *Pokémon TCG* booster packs to mega-expand your collection, and a code card for the Pokémon Trading Card Game Online.

PUI 80279 .....PI

### POKÉMON TCG: SCIZOR EX BOX

Scizor-EX is a dangerous, Metal-type Pokémon with intimidating pincers as strong as steel! Get ready to crush the opposition with the *Pokémon TCG: Scizor EX Box* containing a foil card and oversized foil card featuring Scizor-EX, plus four *Pokémon TCG* booster packs and a code card for the Pokémon Trading Card Game Online. PUI 80294..... PI

### POKÉMON TCG: MIMIKYU PIN COLLECTION BOX

Take the crafty road to victory with Mimikyu! Lonely little Mimikyu dresses up as Pikachu - because it wants to make lots of new friends like you! The *Mimikyu Pin Collection* features a never-before-seen foil promo card and collector's pin featuring Mimikyu, plus three *Pokémon TCG* booster packs and a code card for the Pokémon Trading Card Game Online. PUI 80275..... PI

## PRIVATEER PRESS

### GODLESS - FAITH AND FIRE I SOFTCOVER

At long last comes a stirring new series exploring the enigmatic Faction, the Protectorate of Menoth! *Godless* by Orrin Grey finds Tristan Durant, once a refugee from Llael and now a priest and warcaster of the Protectorate, struggling with his faith and his role. When a dark vision of the future warns of a rising threat to the theocracy, he returns with Hierarch Severius to the homeland for an epic confrontation against the godless enemy, the Skorne. And when the Protectorate is thrown into turmoil by internal political machinations, Tristan Durant must choose a side to prevent the Skorne from enslaving the faithful, and his choice will determine his fate - or have it determined for him! Scheduled to ship in April 2017.

PIP 614 ..... \$15.99

### WARMACHINE

Scheduled to ship in April 2017.



### CRYX CAPTAIN AIAKOS WARCASTER (METAL)

PIP 34129 ..... \$18.99



### CRYX KHARYBDIS HEAVY WARJACK (METAL/RESIN)

PIP 34137 ..... \$59.99



### CRYX MORTENEBA, NUMEN OF THE NECROGENESIS WARCASTER (METAL/RESIN)

PIP 34135 ..... \$37.99

## SPOTLIGHT ON



### FORCES OF WARMACHINE - CRYX COMMAND

Providing the foundation every Cryx player needs, *Forces of Warmachine: Cryx Command* features a complete listing of all current warcasters and warjacks released to date, in addition to two new warcasters, a new character warjack, and a selection of core units and solos from the Faction. **HARDCOVER** PIP 1089 ..... \$44.99 **SOFTCOVER** PIP 1088 ..... \$34.99

## SPOTLIGHT ON



### FORCES OF WARMACHINE - KHADOR COMMAND

Providing the foundation every Khador player needs, *Forces of Warmachine: Khador Command* features a complete listing of all current warcasters and warjacks released to date, in addition to two new warcasters, a new Grey Lord Man-O-War solo, and a selection of core units and solos from the Faction. Scheduled to ship in April 2017. **HARDCOVER** PIP 1083 ..... \$44.99 **SOFTCOVER** PIP 1082 ..... \$34.99

# LORDS OF VEGAS UP!

## Build UP!

### with this Lords of Vegas expansion for taller casinos and two additional players!

5-6

60-90

12+

mayfairgames.com



**CYGNAR HURRICANE/  
STORMWALL COLOSSAL  
WARJACK KIT (PLASTIC)**  
PIP 31112 .....\$109.99



**KHADOR ASSAULT  
KOMMANDER STRAKOV  
WARCASTER UNIT (METAL)**  
PIP 33125 .....\$24.99



**KHADOR GREYLRORD FORGE  
SEER SOLO (METAL/RESIN)**  
PIP 33122 .....\$24.99



**KHADOR KOMMANDER ANDREI  
MALAKOV WARCASTER (METAL)**  
PIP 33119 .....\$14.99

## PROLIFIC GAMES



### WITCH SLAPPED

In *Witch Slapped!*, you're a wicked witch looking to set up a Gingerbread House in a dark forest and start gobbling up local children. Upon arrival, you discover other witches have the same idea! There's only room for ONE witch in these woods! Time to sling some spells! Somebody's getting WITCH SLAPPED! Scheduled to ship in April 2017.

IMP PLF700 .....\$25.00

## QUICKSIMPLEFUN



### CELESTIA: A LITTLE HELP

Take to the skies once again in *Celestia's* first expansion! True to its name, *A Little Help* introduces new ways for players to help the active captain and journey deeper together into Celestia's magical islands. Additionally, special player powers and equipment give the game a new dimension! And, beware - the wily Bandit is on the loose! Scheduled to ship in February 2017.

QSF 177623 .....\$12.99



### MESS MACHINE

Plan! Cooperate! Bluff! Win! Your life working at the toy factory is great! But when one of the super-powered toy machines breaks down, things are bound to get messy! Plastic shrapnel everywhere, wheels and propellers scattered all about, and it's up to you and the Mess Machine to clean it up! Work competitively or as a team to figure out the right buttons to press, put the toys back together, and get everything to its rightful place before the boss gets back in *Mess Machine*! Scheduled to ship in March 2017.

QSF 177611 .....\$29.99



### RUSH AND BASH

*Rush & Bash* is a racing game turned on its head! With explosive weapons, unique special abilities, and giant obstacles to overcome, go head-to-head with two to six players in one crazy race! Cruise past your opponents, use your rockets to knock them out, drop bombs in your wake, and watch out for boulders on the track as you make your way to the finish line. Put the pedal to the metal and get ready to *Rush & Bash*! Scheduled to ship in March 2017.

QSF 177608 .....\$34.99

## REAPER MINIATURES

### CHRONOSCOPE MODERN MINIATURES

Scheduled to ship in February 2017.

#### ZOMBIE GERMAN SOLDIERS (2)

RPR 50340 .....\$9.99

### DARK HEAVEN

Scheduled to ship in January 2017.



#### MURKILLOR THE WRAITH KING

RPR 03790 .....\$13.29



#### NEMESRA, DANCING GIRL

RPR 03767 .....\$6.29



#### SIOBHANA, VAMPIRE

RPR 03794 .....\$7.49



#### SPIRIT OF AUTUMN

RPR 03782 .....\$6.29



#### TOWNSFOLK: KIDS 2

RPR 03783 .....\$7.29



#### TOWNSFOLK OF DREADMERE LADIES

RPR 03789 .....\$15.79



#### WEREBAT

RPR 03791 .....\$7.49

### DARK HEAVEN

Scheduled to ship in February 2017.

#### DEVONA, HUMAN MAGE

RPR 03796 .....\$7.99

#### FEMALE WRAITH

RPR 03799 .....\$8.99

#### GIANT BATS (3)

RPR 03795 .....\$12.99

#### KRASS OMENTHRALL

RPR 03792 .....\$9.99

#### TOWNSFOLK OF DREADMERE 2 - MERCENARIES (3)

RPR 03793 .....\$13.79

#### TRISTA THE WHITE WOLF, FEMALE WARRIOR

RPR 03788 .....\$7.99

#### VULTURES (2)

RPR 03797 .....\$7.99

### DARK HEAVEN

Scheduled to ship in March 2017.

#### CHRISTINA, FEMALE CLERIC

RPR 03805 .....\$7.99

#### DIJORO, FEMALE KITSUNE

RPR 03802 .....\$7.99

#### DWARF BATTLEMAGE ON PONY

RPR 03806 .....\$7.99

**KOGO, MALE KITSUNE**  
RPR 03801 .....\$7.99

**LARILL SILVERHAND, FEMALE ELF BLACKSMITH**  
RPR 03803 .....\$7.99

**MARA FROSTRAVEN, EVIL FEMALE WARRIOR**  
RPR 03800 .....\$7.99

**RHEAGAR, MALE FIGHTER**  
RPR 03804 .....\$7.99

**DARK HEAVEN**  
Scheduled to ship in April 2017.

**BREGAN, VALKYRIE**  
RPR 03810 .....\$7.99

**DEEP ONE HIGH PRIEST**  
RPR 03809 .....\$9.99



**DRAGOTH THE DEFILER, UNDEAD KING ON THRONE**  
RPR 03807 .....\$24.99

**FEMALE HOBGOBLIN ARCHER**  
RPR 03813 .....\$7.99



**JONAS KANE, UNDEAD HUNTER**  
RPR 03808 .....\$26.99

**KIRI, FEMALE NINJA**  
RPR 03812 .....\$7.99

**SKARA, FEMALE SKOLI WARRIOR**  
RPR 03811 .....\$7.99



**BONES OBSIDIAN CRYPT BONES BOXED SET**  
RPR 77637 .....\$24.99

## PATHFINDER RPG



**SKREED GOREWILLOW**  
Scheduled to ship in January 2017.  
RPR 60190 .....\$7.79

**KEVOTH KUL, THE BLACK SOVEREIGN**  
Scheduled to ship in March 2017.  
RPR 60189 .....\$7.99



**REAPER BONES SUPER GLUE - .700Z/20G BOTTLE**  
Scheduled to ship in January 2017.  
RPR 00995 .....\$7.99

**REAPER BOXED SET: LEVEL 1 MONSTERS - BONES BOXED SET**  
Scheduled to ship in March 2017.  
RPR 10047 .....\$29.99

## REAPER SPECIAL EDITION: 25TH ANNIVERSARY

**DOMUR, HIGH MAGE**  
Scheduled to ship in February 2017.  
RPR 01601 .....\$9.99

**ELI QUICKNIGHT, ASSASSIN**  
Scheduled to ship in April 2017.  
RPR 01603-NEW .....\$9.99



**GRIM REAPER**  
Scheduled to ship in January 2017.  
RPR 01600 .....\$14.99

**TARA THE SILENT, FEMALE THIEF**  
Scheduled to ship in March 2017.  
RPR 01603 .....\$9.99

## RENEGADE GAMES STUDIOS

OFFERED AGAIN

### SPOTLIGHT ON

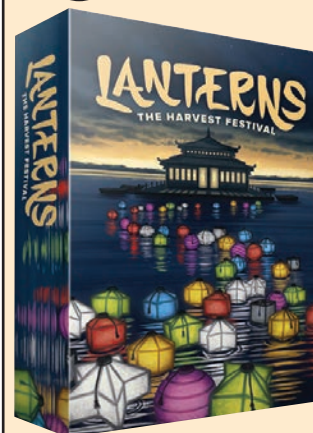


#### O/A CLANK! A DECK-BUILDING ADVENTURE

Burgle your way to adventure in *Clank!*, the deck-building board game. Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One false-step and —CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can only enjoy your plunder if you make it out of the depths alive!

RGS 00552 .....\$60.00

### SPOTLIGHT ON



#### O/A LANTERNS: THE HARVEST FESTIVAL

The harvest is in — now it's time to celebrate! Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in imperial China.

RGS 00502 .....\$35.00



#### O/A FUSE

Intruders have made their way on to your ship! Their goal: Total Destruction! Twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, because this game will self-destruct in 10-minutes... *FUSE* is a real-time, cooperative dice game where players work together to quickly save their ship from impending doom!

RGS 00504 .....\$30.00



#### O/A WORLD'S FAIR 1893

The World's Fair of 1893 in Chicago was a spectacular international exhibition that showcased many great achievements in science, technology, culture, and entertainment. Acting as organizers of the fair, players work diligently to increase their influence and obtain the grand exhibits that will be put on display. Step back in time and experience the wonder and beauty of this grand international exposition in *World's Fair 1893*!

RGS 00529 .....\$40.00

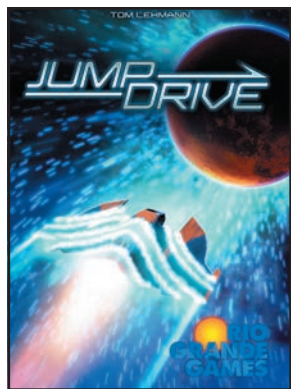
## RIO GRANDE GAMES



#### CONCORDIA: GALLIA AND CORSICA EXPANSION

*Concordia: Gallia and Corsica* comes with two new maps to introduce new and challenging strategies to the game. The Gallia map focuses on Britannia and comes with special rules to allow land colonists to cross the English Channel, while the Corsica map features water routes that completely encircle the island. Scheduled to ship in January 2017.

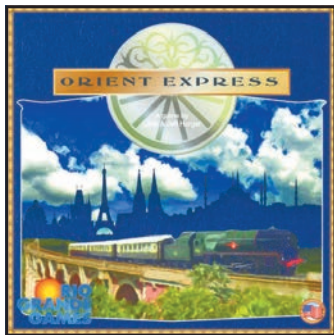
RGG 541 .....\$24.95



### JUMP DRIVE

From the designer of the award-winning *Race for the Galaxy*! Can you build the most prosperous galactic civilization? With the invention of Jump Drive, the race for the galaxy begins! Develop new technologies and settle worlds to build a space empire in this fast-paced card game designed to introduce players to the *Race for the Galaxy* universe. Scheduled to ship in January 2017.

RRG 537 .....\$24.95



### ORIENT EXPRESS

A sequel to *20th Century Limited*, players in *Orient Express* are business moguls seeking fortune in the growing European railroad boom. All over the continent rails are needed to connect disparate regions for business and recreation. As your lines cover more ground it is likely they'll be coveted by the very governments you have chosen to support and nationalize your work. Victory will come to those most able to merge the private and public demands. Scheduled to ship in March 2017.

RRG 538 .....\$44.95

### ROLE 4 INITIATIVE



### CASTLE KEEP RPG: DICE TOWER

Approximately 12" tall when constructed, this Dice Tower features four internal ramps for optimal randomization, and a 5" x 7" dice tray designed to easily hold 20 dice or more. Scheduled to ship in April 2017.

S2P R4144001 .....\$14.99



### CASTLE KEEP RPG: DICE TOWER WITH MAGNETIC TURN TRACKER

Approximately 12" tall when constructed, this Dice Tower features dry-erase, magnetic turn tracker with 10 name plates, four internal ramps for optimal randomization, and a 5" x 7" dice tray designed to easily hold 20 dice or more. Scheduled to ship in April 2017.

S2P R4144002 .....\$19.99

### R & R GAMES



### MIMIQ

Put your memory and facial muscles to the ultimate test with *MimiQ*! Capture the other player's cards by MimiQ'ing a variety of facial expressions and collect the most sets of three identical cards! If you don't have the card a player asks you for, stick your tongue out! Scheduled to ship in February 2017.

RRG 926 .....\$6.99



### MIMIQ: FARM

Put your memory and facial muscles to the ultimate test with *MimiQ: Farm*! Capture the other player's cards by MimiQ'ing a variety of silly farm animal faces and collect the most sets of three identical cards! If you don't have the card a player asks you for, stick your tongue out! Scheduled to ship in February 2017.

RRG 927 .....\$6.99



### DICE 'N SCORE FARM

In this whimsical, push-your-luck dice game, players have three rolls to select a scoring roll. Once all of the scoring options are selected, high score takes home the bacon! Scheduled to ship in February 2017.

RRG 841 .....\$6.99

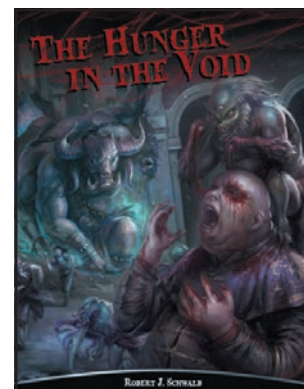
### SCHWALB ENTERTAINMENT



### SHADOW OF THE DEMON LORD RPG: A GLORIOUS DEATH

Find Your Doom in the Frozen Wastes! South, beyond the Empire's borders, lies a land trapped in ice and snow, where people in whom the blood of giants flows and strange monsters come boiling up from the depths of the earth, spawned by the ichor of gods. It is a place of violence, struggle, and death. It is also a place where heroes are forged on the anvil of adversity. Now you can take on the role of the mighty jotun and find the destiny the gods have written for you with *A Glorious Death*, a supplement for the *Shadow of the Demon Lord* RPG. Scheduled to ship in April 2017.

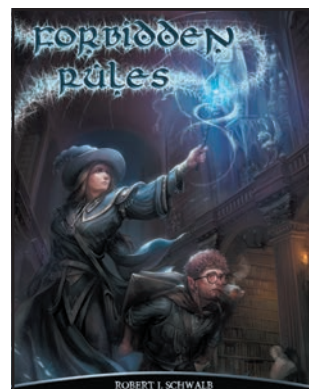
S2P SDL1021 .....\$19.99



### SHADOW OF THE DEMON LORD RPG: HUNGER IN THE VOID

The Void Hungers! The world of Urth and the entire universe stand in the shadow of a dread power, a force of destruction beyond imagining. The Demon Lord, also called the Hunger in the Void, the Devourer in the Dark, and the One Foretold, draws nearer to the world, causing plagues and blights, war and upheaval, all of which harken the end times. In this supplement for *Shadow of the Demon Lord*, the Demon Lord and its obscene legions are revealed in all their awful glory! Scheduled to ship in April 2017.

S2P SDL1024 .....\$24.99



### SHADOW OF THE DEMON LORD RPG: FORBIDDEN RULES

Do you have the courage to read these Forbidden Pages? *Forbidden Rules* provides a comprehensive set of variant and optional rules for use with *Shadow of the Demon Lord*, letting you reshape the game in a variety of different ways. Scheduled to ship in April 2017.

S2P SDL1632 .....\$17.99

**BIOTIX**

Play dirty — and get a reaction — in *BIOTIX*! Dr. Lillian Johanna has made a groundbreaking discovery in the field of microbiology. She's discovered a new breed of extremely unstable, highly volatile microorganisms — *BIOTIX*. But science can be a brutally competitive field, and what began as an innocent pursuit of discovery has quickly devolved into self-centered posturing and ruthless backstabbing among her lab personnel! Your mission: carefully grow the largest culture of *BIOTIX* possible — while sabotaging the work of others by pushing their microbe populations above their limit, causing

them to explode and bio-react in all sorts of fun ways! Scheduled to ship in April 2017.  
IMP SND0063 ..... \$19.99

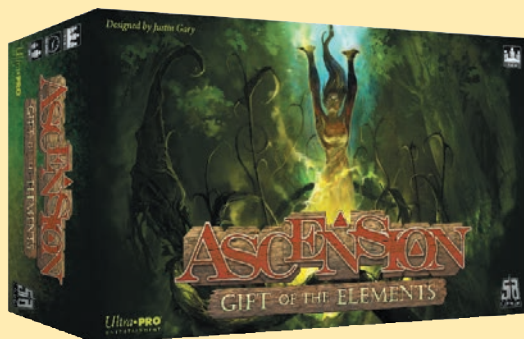
## STEVE JACKSON GAMES

**SUPER MUNCHKIN: GUEST ARTIST EDITION (LAR DESOUSA)**

Fly through the city. Smash the villains. Backstab your teammates and grab their gadgets. Reach level ten and win! Strap on your Utility Girdle and use the power of Flames or your Goopflinger to face off against Professor Polar and The Cow! But watch out for The Fandom Menace and Retroactive Continuity! Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension - from the wimpy Bucketman all the way up to the Big Ol' Planet Eater Guy himself! *Super Munchkin Guest Artist Edition* gives you all the super-silly crime-fighting chaos from *Super Munchkin* with new art by Lar deSouza, the co-creator of the Shuster Award-winning comics *Least I Could Do* and *Looking For Group*. Scheduled to ship in May 2017.

SJG 1536 ..... \$29.95

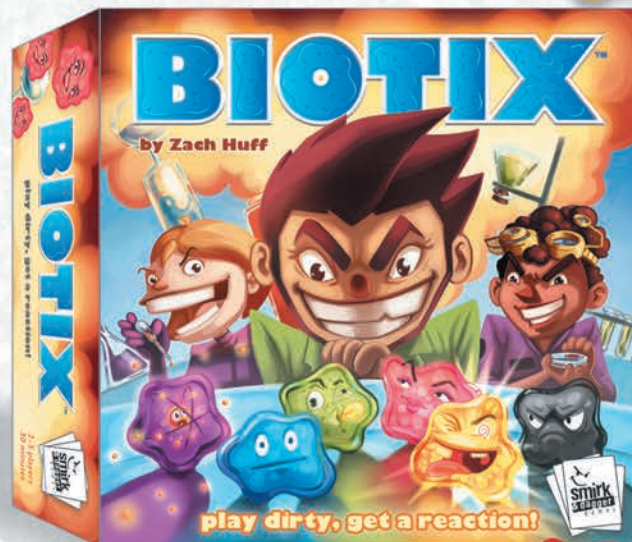
## STONE BLADE ENTERTAINMENT

**FEATURED ITEM****ASCENSION: GIFT OF THE ELEMENTS**

Ancient elementals roam the lands, awoken from their hibernations by decades of war and turmoil. Some offer the chance to wield new power, while others offer only chaos and destruction. Join the people of New Vigil as they attempt to discover the lessons of the elementals, and how to wield them, as they fight to protect their world against unseen forces. New Events that transform into powerful Heroes! Disrupt your opponents deck with Infest Monsters. Acquire Empowered Heroes to banish cards quickly! Playable as a stand-alone 1-4 player game, or combine with other *Ascension* games to play with up to 6 players! Scheduled to ship in March 2017.

UPI 10080 ..... PI

# EXTREMELY VOLATILE MICROBES ARE FUN!



\$19.99  
S&D0063



## STRONGHOLD GAMES



### FIELDS OF GREEN NOT FINAL ART

In *Fields of Green*, players take on the role of farm owners trying to grow their property and business. Played through four harvest seasons, players must cultivate their crop, water the fields, feed livestock, and pay maintenance costs in order to receive valuable resources that will allow them to further expand in the next year. By adding fields, livestock, and facilities, they build an economic engine that will bring them closer to wealth and prosperity. Scheduled to ship in May 2017.

PSI SG-8026 .....\$49.95



### FROGRIDERS

Deep in the forests of the North lives an enchanting elf tribe called the Frogriders. Each spring, they hold a tournament where their four major squads perform a mock battle. Whoever best manages to capture valuable units and make clever use of their special abilities will claim the victory! Scheduled to ship in May 2017.

PSI SG-8027 .....\$49.95



### PIT CREW

While the driver gets all the attention, the Pit Crew are the unsung heroes of racing. In *Pit Crew*, up to three teams of players must work together to get their race car back onto the track as quickly as possible, while making sure their car's tires are properly replaced, fuel tank filled up, and engine repaired - without making any costly mistakes! Will your team go as fast as they can to get back out on the track, or will you play smart and earn the Turbo Bonuses that can mean the difference between the checkered flag and last place? Scheduled to ship in May 2017.

PSI SG-0005 .....\$24.95

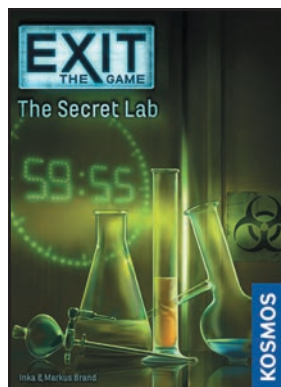
## THAMES & KOSMOS



### EXIT: THE ABANDONED CABIN

After your car breaks down, you are looking for shelter for the night. Luckily, you find an abandoned cabin in the woods near the road. But the next morning, the door is locked! Iron bars on the windows prevent you from escaping. You discover a book and a strange disk... *Exit: The Game* brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape. Scheduled to ship in May 2017.

TAK 692681 .....\$14.95



### EXIT: THE SECRET LAB

As volunteers for a medical research study, you report to a lab as instructed. But, no one is there except for you! Vapor rises from a test tube and you start feeling dizzy. When you awaken, the door is locked, and you discover a notebook and a strange disk... *Exit: The Game* brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape. Scheduled to ship in May 2017.

TAK 692742 .....\$14.95

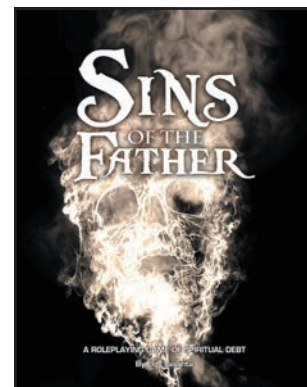


### EXIT: THE PHAROAH'S TOMB

The excursion to the Valley of the Kings is the highlight of your vacation to Egypt. As you crawl through the narrow passageways, you lose the rest of your tour group. Entering a mysterious burial chamber, a massive stone door closes behind you! On the floor lie a dusty notebook and an ancient disk... *Exit: The Game* brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape. Scheduled to ship in May 2017.

TAK 692698 .....\$14.95

## THIRD EYE GAMES

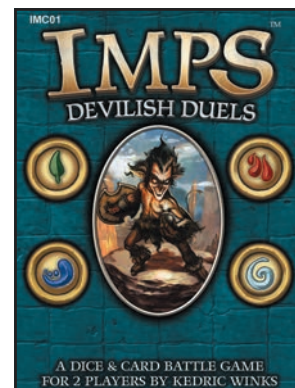


### SINS OF THE FATHER RPG: A ROLEPLAYING GAME OF SPIRITUAL DEBT

Today you found out that your soul was sold long before you were born. Now it's time for you to continue the legacy your family has held for generations in service to the Dark Lord! Filled with dark humor and devilish depravity, *Sins of the Father* takes players down a dark path as they set out to fulfill their Debt and explore what makes a person good - or bad. Scheduled to ship in April 2017.

S2P 3EG901 .....\$19.99

## TRIPLE ACE GAMES



### IMPS: DEVILISH DUELS BATTLE GAME

In *Imps Devilish Duels*, a hybrid, two-player, dice and card battle game, players lead a team of imps, each with an elemental power. Roll the dice, then compete in four elemental trials. Losing means banishing your imps and dice until one player stands victorious! Scheduled to ship in April 2017.

S2P TAGIMC01 .....\$19.99

## TINKERBOT GAMES

### SPOTLIGHT ON



### GHOSTEL

Creepstone Manor has been closed for nearly one-hundred years, standing dark and silent above the town of Creepstone - and that's just the way resident ghost Spookie likes it! But now the manor has been reopened and turned into a hotel for the living... Scare up some fun and prey on the phobias of guests by turning into their worst nightmares in *Ghostel*! Work with other ghosts to combine forces, and scare away the hardest of hotel patrons to earn upgrades and get even scarier! Scheduled to ship in March 2017.

TKB 001 .....\$40.00



## TROLL LORD GAMES



### 5TH EDITION ADVENTURES: A6 - OF BANISHMENT & BLIGHT

The Bold Know No Rest! Atop a cursed mountain, in towers of ice and snow, is a danger of primordial origin - the Lord of Frost. From his frozen keep he threatens the lands and peoples in the shadow of his mountain, bringing low all who come too near. Help is needed to break his icy grip on the land and end his reign before his power reaches beyond the mountain itself. *Of Banishment & Blight* is a mid-level 5th Edition Adventure for a party of 3-6 characters. Scheduled to ship in April 2017.

IMP TLG19308 .....\$9.99



### AMAZING ADVENTURES RPG: ASHTON & THE AUGMENTS

The death of a scientist friend and a mad chase through the sewers uncovers a twisted plot, a maddening secret society, a femme fatale, and mutant monsters. Nobody ever said the life of a gumshoe in the city was going to be easy. But will a conversation with one of the city's most wealthy humanitarians and industrialists lead to a valuable contact, or deeper into the pit of corruption and conspiracy? *Ashton and the Augments* is an *Amazing Adventures* module for 3rd to 6th-level characters. Scheduled to ship in April 2017.

IMP TLG76111 .....\$9.99

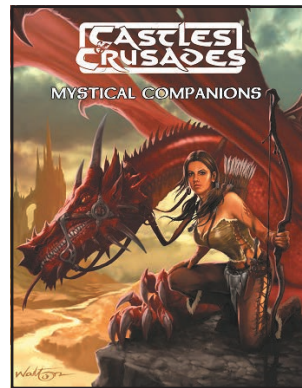


### MYSTICAL COMPANIONS SOURCEBOOK

Offering a fresh approach to an age-old gamer's adage, *Mystical Companions* expands the concept of the familiar beyond the established wizard's pet. From the hero's weapon, the bard's muse, and the rogue's own haunting shadow, this sourcebook brings focus to familiars, companions, guides, divine spirits, totems, special mounts, heroic weapons, and even Dragon Riders! Scheduled to ship in April 2017.

5TH EDITION ADVENTURES  
IMP TLG19301 .....\$29.99

CASTLES & CRUSADES  
IMP TLG81292 .....\$29.99



## ULTRA PRO INTERNATIONAL



### FORCE OF WILL: VALENTINES DAY PLAY MAT

Scheduled to ship in February 2017.

UPI 85325 .....PI



### THE LEGEND OF ZELDA: STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in April 2017.

8 BIT LINK

UPI 85222 .....PI

LINK AND GANNON BATTLE

UPI 85227 .....PI

SWORD AND SHIELD

UPI 85210 .....PI



### MAGIC THE GATHERING: AMONKHET PLAY MATS

6'

UPI 86563 .....PI

8'

UPI 86564 .....PI



### NO GAME NO LIFE PLAY MATS

Scheduled to ship in February 2017.

SHIRO & IZUNA

UPI 85142 .....PI

SHIRO & STEPH

UPI 85143 .....PI



### POKÉMON: SUN & MOON 2 PORTFOLIOS

Scheduled to ship in May 2017.

4-POCKET UPI 85128 .....PI

9-POCKET UPI 85129 .....PI



### SLEEVES: PRO-MATTE ECLIPSE STANDARD DECK PROTECTOR SLEEVES (DISPLAY 8)

Scheduled to ship in February 2017.

GREEN UPI 85251 .....PI

RED UPI 85250 .....PI



**SLEEVES: SILVER SERIES PAGE 9-POCKET FOR STANDARD SIZE CARDS 25 PACK (BULK)**

Scheduled to ship in February 2017.  
UPI 80796..... PI



**TRANSFORMERS: 9-POCKET FULL-VIEW PRO BINDERS**

Scheduled to ship in April 2017.  
**OPTIMUS**  
UPI 85302..... PI  
**SHIELDS**  
UPI 85074..... PI



**TRANSFORMERS: FULL VIEW DECK BOXES**

Scheduled to ship in April 2017.  
**AUTOBOT**  
UPI 84977..... PI  
**DECEPTICON**  
UPI 84979..... PI  
**OPTIMUS**  
UPI 85072..... PI



**TRANSFORMERS: STANDARD DECK PROTECTOR SLEEVES (65)**

Scheduled to ship in April 2017.  
**AUTOBOT**  
UPI 84976..... PI  
**DECEPTICON**  
UPI 84978..... PI  
**OPTIMUS**  
UPI 85071..... PI



**THE WALKING DEAD: STANDARD DECK PROTECTOR SLEEVES (50)**

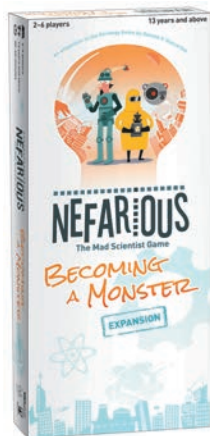
Scheduled to ship in April 2017.  
**DARYL**  
UPI 85051..... PI  
**MICHONNE**  
UPI 85052..... PI  
**RICK**  
UPI 85050..... PI



**THE WALKING DEAD: FULL VIEW DECK BOXES**

Scheduled to ship in April 2017.  
**DARYL**  
UPI 85057..... PI  
**MICHONNE**  
UPI 85058..... PI  
**RICK**  
UPI 85056..... PI

USAOPOLY



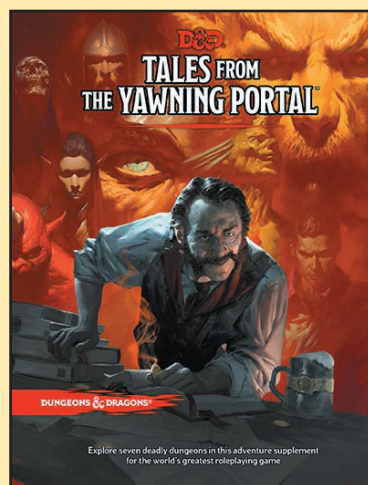
**NEFARIOUS: BECOMING A MONSTER EXPANSION**

Who told you that scientists are nice, harmless eccentrics? In *Becoming a Monster*, an expansion for *Nefarious: The Mad Scientist Game*, you'll discover new technologies and new methods to your madness. Be ready for new Inventions with abilities that can be used repeatedly, new Twists adding new places to send Spies, and even more monstrous Twists that insert new Action Cards to the game - Develop, Experiment, and Produce. Scheduled to ship in May 2017.  
USO NE108476..... PI

WIZARDS OF THE COAST



FEATURED ITEM



**DUNGEONS & DRAGONS RPG: TALES FROM THE YAWNING PORTAL**

When the shadows grow long in Waterdeep and the fire in the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the *D&D* multiverse, and these tales have been collected into a single volume. Within this tome are seven of the most compelling dungeons from the 40+ year history of *Dungeons & Dragons: Against the Giants, Dead in Thay, Forge of Fury, Hidden Shrine of Tamoachan, Sunless Citadel, Tomb of Horrors, and White Plume Mountain*. *D&D*'s most storied dungeons are now part of your modern repertoire of adventures, providing fans with adventures, magic items, and deadly monsters, all of which have been updated to the *Fifth Edition* rules.

WOC C22070000..... \$49.95



FEATURED ITEM



**MAGIC THE GATHERING CCG: ARCHENEMY NICOL BOLAS**

Nicol Bolas is among the most powerful beings in the Multiverse - don't face him alone! Much like the original *Archenemy* release, *Archenemy: Nicol Bolas* pits you and two friends against a single, powerful foe where you must work together to survive - or fall to Nicol Bolas, himself! The set contains four 60-card decks, four non-premium planeswalker cards with new art, and a 20-card scheme deck containing 20 all-new, unique schemes.

WOC C22510000..... \$59.99

**MAGIC THE GATHERING CCG: COMMANDER ANTHOLOGY**

In the same spirit as *Duel Decks: Anthology* and *Planechase Anthology*, *Commander Anthology* gathers four previous *Commander* products - *Heavenly Inferno*, *Evasive Maneuvers*, *Guided by Nature*, and *Plunder the Graves* - together in one convenient package. Includes four dice, tokens, and all cards included in the original decks.

WOC B76740000..... \$164.99



## FEATURED ITEM

**AGRICOLA: YELLOW EXPANSION**

The *Yellow Expansion* for *Agricola* allows players who already own the global hit board game to enhance their game! This product includes five pre-painted miniatures with yellow accents and 20 all-new cards, including exclusives to this expansion! Scheduled to ship in July 2017.

WZK 72257 ..... \$24.99



## FEATURED ITEM

**DICEBOT MEGAFUN**

In *Dicebot Megafun*, players take on the role of futuristic robots, battling in arena-style combat for the amusement of humans. Utilizing a "junkyard" of dice representing robot parts, players gather dice to place on their robot character sheet, then select weapons of various speed, strength, and abilities, including Uzis, lasers, and bombs. Scheduled to ship in June 2017.

WZK 72815 ..... \$24.99



## FEATURED ITEM

# WIZKIDS™

## HEROCLIX®

**HEROCLIX: UNDEAD GRAVITY FEED (24)**

Ghosts, demons, skeletons, and zombies rise up in *HeroClix: Undead*! Scare the Clix out of your opponents and pit your favorite heroes against a horde of werewolves - or team-up with Dr. Jekyll! Collect all 19 figures! Offered in 24-count gravity feeds. Scheduled to ship in June 2017.

WZK 72882 ..... \$71.76



## FEATURED ITEM

# WIZKIDS™

## DICE MASTERS

**MARVEL DICE MASTERS: X-MEN FIRST CLASS GRAVITY FEED (90)**

School your opponents with *Marvel Dice Masters: X-Men First Class*! *Marvel Dice Masters: X-Men First Class* features multiple rosters of X-Men, from Xavier's first team, the *Giant-Size X-Men* lineup, and even the Exiles! See the Brotherhood of Mutants like never before! Explore mutant heroes and villains from other realities as seen in the pages of *What If?* Introducing more than 30 heroes and villains (and their dice!), *Marvel Dice Masters: X-Men First Class* will certainly graduate your *Dice Masters* collection. Each Foil Pack contains two cards and two dice. Scheduled to ship in June 2017.

WZK 72692 ..... \$89.10



## FEATURED ITEM

# WIZKIDS™

## BOARD GAMES

**WARTIME**

Valyance and Firebrand have gone to war! Units clash in the skirmishes, but the fight is gritty: you have little time to think and plan as sand timers dictate the activation of your units. When a unit moves, attacks, cast spells, or uses a special ability, a sand timer is flipped. The unit cannot be used again until the sand timer is drained and then that sand timer, or another sand timer, can be used to activate the unit again. Manage your sand timers, as well as your unit actions, wisely, in *Wartime*, a realtime war game! Scheduled to ship in June 2017.

WZK 72810 ..... \$59.99

## ZVEZDA



**SD.KFZ.182 KINGTIGER  
HENSCHEL**

ZVE 6204 ..... \$4.95



**SELF-PROPELLED GUN ISU-152**

ZVE 6207 ..... \$4.95



**STURMTIGER  
HEAVY ASSAULT GUN**

ZVE 6205 ..... \$4.95

# FUN ON THE RUN:

## MAYFAIR'S CARD GAMES

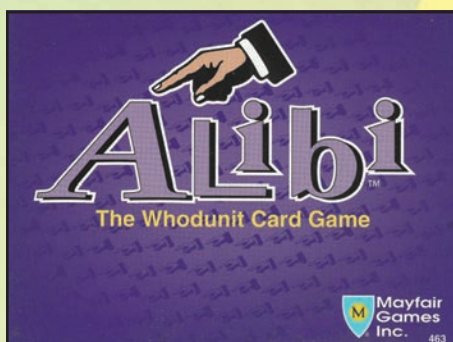
In a world where you have so many options for gaming on the run — from your cell phone, iPad, or other portable device — there's still something to be said for the original portable game: cards! Mayfair has a large (and still growing) selection of card games that are perfect for traveling or for a palate cleanser between longer games. Here's a few of our favorites.



### FAMILY BUSINESS

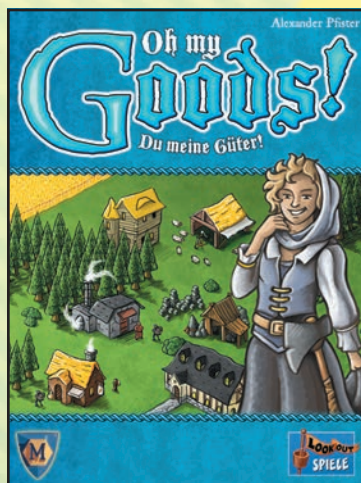
It's not personal, it's just business! Heh, who are we kidding, it's DEFINITELY personal. *Family Business* is the classic game of mob warfare where tensions escalate, followed by brief moments of all-out war that see button men put up against the wall and taken out — unless you can bribe the right cop or go on the lam, that is. *Family Business* is a game of moves and counter-moves, where players nominate rival mobsters for hits, while attempting to move their own forces out of the line of fire. The last mob with a button-man standing is the winner!

*Family Business* is a fun, light game full of surprisingly tense moments for 2-6 aspiring mobsters ages 8 and up. Games take approximately 30-minutes to play.



### ALIBI

In *Alibi*, there's a murder to solve and you and your fellow players are the detectives on the case! You'll need to solve the who, what, where, when, and why of a murder, using your keen skills of deduction and questioning, while carefully eliminating all the wrong answers. You can score points for solving the murder, but also for helping your fellow detectives, so choose carefully and bring the killer to justice! *Alibi* is a tense, thrilling whodunit for 3-10 sleuths ages 10 and up. Games take approximately 30-minutes to play.



### OH MY GOODS!

In *Oh My Goods!*, players step into the leather boots of a medieval craftsman and strive to become the preeminent guild leader in their village! Along the way, you have a lot of hard choices to make, like whether to quickly churn out goods or take your time and aim for perfection. Despite using only cards and being extremely portable, *Oh My Goods!* is a deep strategy game that will keep you occupied game after game.

Also, look for the campaign expansion that introduces a story of intrigue: *Longsdale in Revolt!* This expansion adds more buildings, characters, and a five-chapter story that forces merchants to choose between their King and the rebels that oppose him. On top of that, there's a war brewing and you'll need to supply your King and his army. The story develops differently depending on whose side you're on, so play the story at least twice to experience both endings.

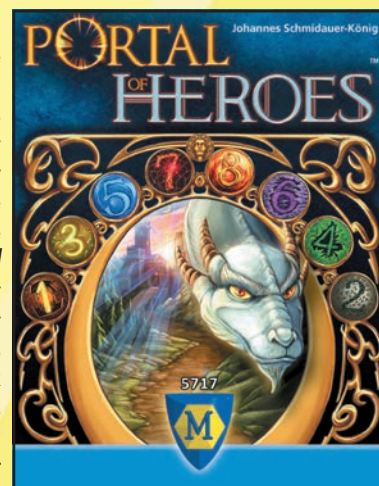
*Oh My Goods!* is a rich strategy game for 2-4 master craftsmen ages 10 and up. Games take approximately 30-minutes to play.

### PORTAL OF HEROES

Darkness has fallen on the lands of Molthar and only a group of intrepid summoners — and the legendary creatures they call with their portals — can protect the land and restore the balance of good and evil! In *Portal of Heroes*, you'll use your portal and pearls of power to summon majestic creatures from across dimensions. Look closely, some of these legends might be familiar to you, and also have special abilities that will make your quest easier.

Gather a team from across the dimensions of time and space and become the Chosen One. The first player to 12 Power Points restores peace to the realm!

*Portal of Heroes* is a quick card game for 2-5 would-be Chosen Ones, ages 10 and up. Games take approximately 45-minutes to play.



### MORE TO COME IN THE FUTURE!

And we're not done yet! In the months to come we'll be introducing new card games including *Party Bites*, *Run Bunny Run*, and *Food Chain!*

...

# Uwe Rosenberg Le HAVRE

Become a shipping  
Magnate on the  
Normandy Coast!



Uwe Rosenberg's classic shipping game, coming soon!  
Includes Le Grand Hameau expansion.



1-5 100-200 12+



Mayfair Games®

mayfairgames.com





## POSTHUMANS:

### THE NEXT EVOLUTIONARY STEP

AN ARTICLE BY GUTIER LUSQUINOS. EDITED BY JEREMY BRECKBILL.

It is said that Posthumans are the next step in Mankind's evolution. They are a flash of intelligence, a package of self-aware information concentrated into a pulse of light. They are beings living in cyberspace who can be downloaded into artificial bodies when they want to interact at the physical level. And, of course, they always have at their disposal the finest Lhosts of the market.

With the recent release of the new Posthumans box all the necessary miniatures to represent their different troop options on the game table are complete. This is great news for ALEPH players! But who are the Posthumans? In Infinity, those who have the Ghost: Jumper Special Skill are entities, of artificial origin

or not, whose consciousness inhabits the data web and who are able to download it into different bioartificial bodies, called Proxies, to interact with the material world.

The Posthumans associated with the Special Situations Section of ALEPH have at least two and up to three Proxies that deploy on the battlefield. Thanks to their Ghost: Jumper skill, they can download themselves into these bodies to partake of the thrill of combat, jumping from one body to another to always be in the thick of the action, or even as a quick escape method.

The Posthumans have available five "types" or "models" of Proxies, with which we can cover a great variety of tactical roles.

All of their Proxies have two Wounds, in a way or another, due to their Wounds Attribute value or because they have they V: No Wound Incapacitation Special Skill, which gives them some real hardness in the battle field. Also, another remarkable characteristic is their high Willpower Attribute, with a value of 15, making them Specialist Troops worth consideration because of their high level of success at accomplishing objectives. To sum up, the Proxies open a great variety of possibilities and tactics. Thanks to them, the Posthumans are a Swiss army knife for ALEPH: hard, versatile, and for very few points they will give your Army Lists a surprising amount of personality and color. Don't doubt it and try them out!



# DIRE FOES

300 POINTS ARMY LIST

DIRE FOES: DEFIANT TRUTH

MISSION PACK 6

REF: 280011-0613



## OPERATION RED VEIL

REF: 280010 - 0595



DIRE FOES: DEFIANT TRUTH IS COMPATIBLE WITH INFINITY'S BATTLE PACK OPERATION: RED VEIL. COMPOSE YOUR 300 POINT YU JING AND HAQQISLAM ARMY LISTS AND JUMP INTO THE BATTLE!

# THE BANISHING

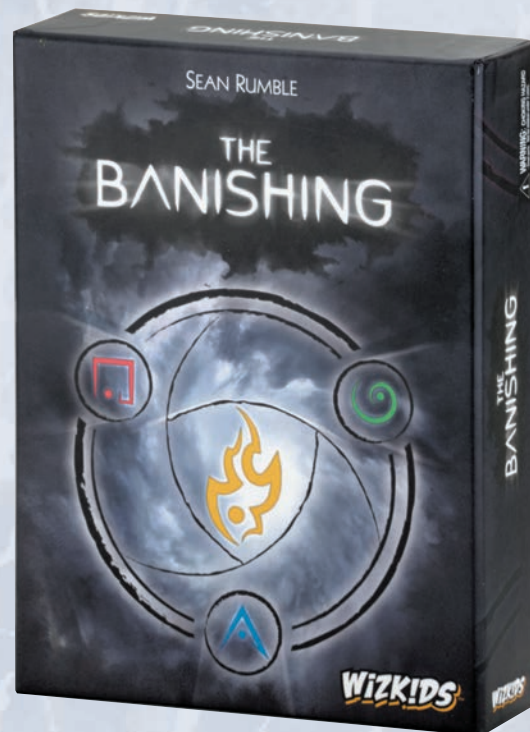
## THE BANISHING CARD GAME

WZK 72814 ..... \$19.99 | Available March 2017!

You know that feeling of finishing a game, and looking around the table sheepishly to see who might be interested in a second go? This is that game. Countless possibilities with eight Guardian characters to choose from and a setup of little more than shuffling a deck, players will quickly learn and rush to play again.

*The Banishing* is a cooperative board game that's ready to play out of the box within minutes. Yourself and up to four other 'Guardians' must battle monsters and the undead, who never cease to arrive, all while trying to collect enough cards to banish these monsters once and for all.

*The Banishing* uses a deceptively simple, collect-three mechanic, with matched sets unlocking unique actions, abilities, and spells. As each



Guardian heroically enters The Void to collect symbol cards to contribute to *The Banishing*, they may be forced to encounter monsters. Should the Guardian return unscathed, they can perform a standard action or unlock the power of a unique ability with a matched set of symbols. Perhaps the Brute will unleash their raw power and *slash* through a group of cowering monsters. Maybe the Bard will *charm* their fellow players so they will be able to shake off their wounds. Or, will the Sorcerer *conjure* up a set of cards the team desperately needs.

The Fighter is the quickest to jump into a fight and can look after their own. The Healer ensures the party's health, but also has great insight into *The Banishing*. The Sorcerer can destroy huge groups of monsters and conjure magical items out of thin air. The Thief works in the shadows and manipulates The Void. The Witch is extremely powerful, but often at great cost. The Bard raises everyone's spirits and ensures they have the tools to survive. The Brute grows in strength with each wound they take. And, the Cultist trains a powerful familiar to fight on their behalf.



But, watch out! Each Guardian has a limited amount of health and players must ensure these monsters don't knock them out or they'll be exhausted and unable to perform their unique and powerful actions. Players must work cooperatively, and always look out for each other.

The Guardians must remain vigilant, as what's good for them may spell disaster for their companions. If the Guardians manage to survive through each treacherous journey to The Void, they'll still need to collect the correct symbols to banish the monsters or they have failed and allowed their world to become overrun with the undead.

Eight characters with six unique skills each leads to tons of different combinations and ways to play. Cooperative board games often tweak the abilities of each character only a little, which can lead to players feeling inconsequential. The simplicity of the collect-three mechanic at the heart of *The Banishing* means that there is space to make each character feel distinctive, making every player's actions matter.

Simple-to-play, but challenging-to-win, *The Banishing* evokes the experience of a tabletop campaign and makes it accessible to players, novice or experienced. Every play through gives the players a little more insight into how to win and three difficulty levels means that the game will always be challenging.

Sean Rumble, proud member of the Game Artisans' Guild of Canada, was inspired to make *The Banishing* from his many fantasy roleplaying campaigns, tabletop and online, and a television series about a teenaged vampire slayer. *The Banishing* was proudly designed to be extremely simple to learn, portable, and accessible to play for those with limited color vision in the beautiful Pacific Northwest.

...

# STAR WARS™ FORCE AND DESTINY™

## DISCIPLES OF HARMONY

A Sourcebook for Consulars



### Discover the ways of the Force!

Players will find everything necessary to craft a Consular character in this 96-page full-color handbook, including new Consular specializations, new races, new Force powers, and more! Seek balance, achieve harmony, and become one with the Force.

*Star Wars: Force and Destiny*  
Disciples of Harmony | SWF35 | \$29.95



[FANTASYFLIGHTGAMES.COM/FORCEANDDESTINY](http://FANTASYFLIGHTGAMES.COM/FORCEANDDESTINY)

© & ™ Lucasfilm Ltd. The FFG logo is a © of Fantasy Flight Games.



# WordSpiel

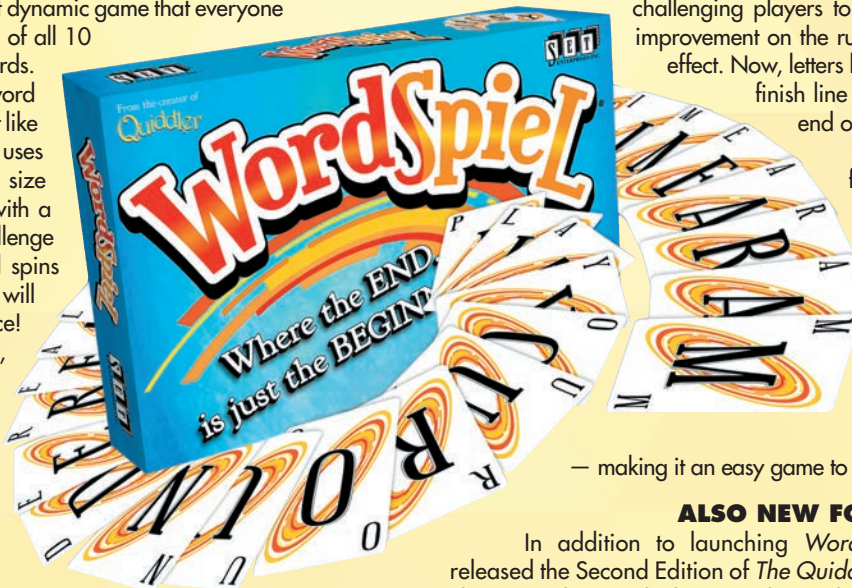
## WORDSPIEL

SEE 3000 ..... PI | Available February 2017!

This wonderful new year brings a WORDiful new game! Set Enterprises launches *WordSpiel*: Where the END...is just the beginning! *WordSpiel* was created by Marsha Falco, the inventor of *SET*, *Five Crowns*, *Quiddler*, *Karma*, and *SET Dice*.

### HERE'S THE SPIEL

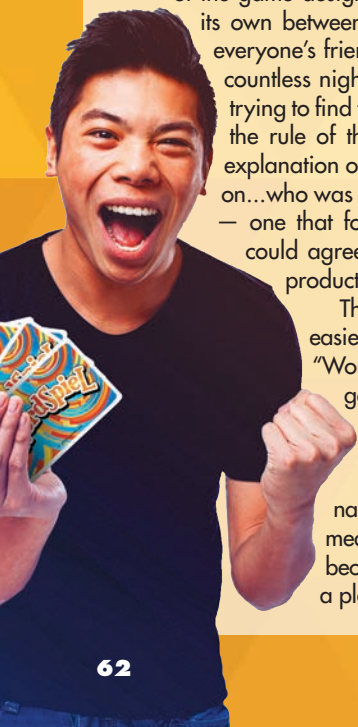
*WordSpiel* is a simple yet dynamic game that everyone enjoys. Be the first to get rid of all 10 of your cards by making words. Each turn, simply start your word with the last card played. Just like the name, *WordSpiel*, *Spiel* uses the **S** from *WordS*. Word size doesn't matter, but ending with a tricky letter can really challenge your opponents. Each word spins off the last, so the game will never be the same twice! *WordSpiel* combines wit, words, speed, and a bit of strategy. This game creates a frenzy of fun as players try to find their best word in 60-seconds or less. You can use the timer or take your time, just be sure to put your best word forward!



### WHY DID YOU CALL IT WORDSPIEL?

Deciding on the name of the game was both the best and worst part of the game design process. It created a competitive game of its own between Set Enterprises' employees, Marsha, and everyone's friends and family. Marsha and her team spent countless nights stringing together every word they knew trying to find the perfect fit. She wanted the name to follow the rule of the game, so it could double as an instant explanation of how the game works. The competition was on...who was going to be the one to find the perfect name — one that follows the rule of the game, that everyone could agree on, and wasn't already used for another product. Sounds simple, right?

The start of the name was definitely the easier half. Most everyone agreed starting with "WordS" was the right direction since it's a word game. The ending of the name was more of a challenge. Many three, four, and five letter words were tried, but "Spiel" won the prize when the similarity to Marsha's maiden name was revealed (which is "Spieler", which means "player" in German). So *WordSpiel* won, becoming the name of the game. Now, Marsha, a player from the start, can *spiel* all about it!



### EVOLUTION, DEVELOPMENT, IMPROVEMENT...

While play-testing *WordSpiel*, Marsha decided that starting a word with only the last card played wasn't enough. She wanted more options, so the rules evolved, allowing players to go back as many letters as they wanted. Now, if a player played the word "FUN," the next player could use the N to make "NO" or go back to the UN to make "UNITE" or they could use the entire word, FUN, and make "FUNNY" by simply adding NY. This new flexibility broadened the playing field, challenging players to find their best outcome. This improvement on the rules also had a beneficial side effect. Now, letters like D and S can get you to the finish line by simply adding them to the end of the previously played word.

*WordSpiel* is a great game for a diverse group of players — everyone loves this game. With very little setup required, it's a perfect gateway game that can be as short or as long as you want. Five rounds are recommended, but if you have more or less time, you can pick the number of rounds

— making it an easy game to play anywhere, anytime.

### ALSO NEW FOR 2017...

In addition to launching *WordSpiel*, Set Enterprises also released the Second Edition of *The Quiddler SHORT Word Dictionary*. The First Edition, which was only available in *Quiddler Deluxe*, was such a huge hit that, by popular demand, the Second Edition was released and made available for individual sale. Now you can get just the dictionary, or two, or three.... The Second Edition also includes additional words that players submitted over the years, offering even more ways to dominate *Quiddler*'s most words bonus. *The Quiddler SHORT Word Dictionary* includes over 10,000 two, three, four, and five letter words. It's organized the way you play — alphabetically and by the number of letters per word, making it the perfect companion to *Quiddler*. But don't be fooled — despite its name, this dictionary is a great accessory for ANY word game and essential for all word game enthusiasts!

Want infinite fun for years to come? You can check out Set Enterprises' full line of games at [www.setgame.com](http://www.setgame.com) and stay up-to-date by liking Set Enterprises on Facebook at [facebook.com/SetEnterprises](https://facebook.com/SetEnterprises). Want to see how *WordSpiel* is played? You can find videos at [youtube.com/setenterprises](https://youtube.com/setenterprises).

...

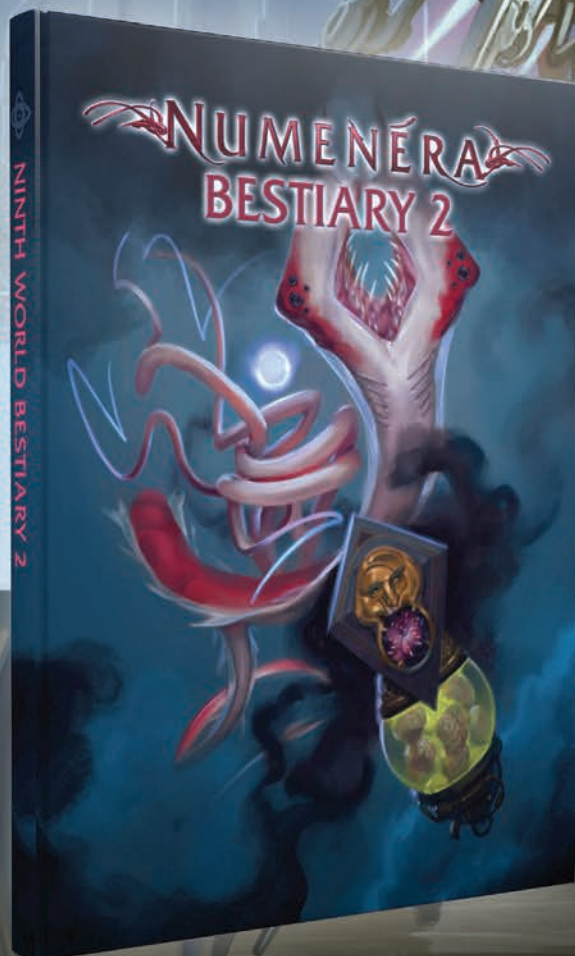
After receiving her BA from University of Arkansas and MFA from Boise State, Elizabeth traded her life of teaching & publishing for a career in marketing & video production within the gaming community. A gamer ever since she can remember, Elizabeth was excited to be a part of the ongoing conversations within the tabletop community every day. Elizabeth currently lives with her wife and Samoyed, Mishka, in Arizona.



# NUMENERA

The Ninth World is unlike any other fantasy setting: weird, imaginative, dangerous, and often a bit creepy. The creatures of the Numenera setting are no different—and the *Ninth World Bestiary 2* gives you 170 new ones to populate your campaign.

Lavishly illustrated, wildly imaginative, and cleverly organized to make the GM's job as easy as possible, *Ninth World Bestiary 2* brings the Numenera setting to life.



## Ninth World Bestiary 2

May


MSRP: \$44.99


Stock Code: MCGo89

ISBN: 978-1-939979-64-3

Specs: 192 pages, 8.5" x 11",  
full color

  
**MonteCook**  
Games

 [fb.com/montecookgames](https://fb.com/montecookgames)

 [@montecookgames](https://@montecookgames)

# THROUGH THE BREACH

## THROUGH THE BREACH RPG: CORE RULES (SECOND EDITION)

WYR 30107 ..... \$25.00 | Available Q3 2017!

Leo Buscaglia once said that “change is the end result of all true learning.”

Since I was brought on to manage *Through the Breach* shortly after its initial release, I’ve learned a great deal about the system, its players, and what they want from the game. As Mr. Buscaglia predicted, that learning has led to some changes for *Through the Breach*.

Some of those changes have already been seen in the game’s supplemental books, such as *Into the Steam* and *Under Quarantine*. Others have been felt in errata that clarified confusing passages or fixed misbehaving rules. There was a lot of dirt covering the hidden gem at the heart of the system, and though our later releases did a good job of clearing that dirt away to reveal an amazing game, that dirt made a bit of a mess on the metaphorical floor. Eventually, I realized that it was time to bust out the broom and do some cleaning.



That’s more or less the intention behind the Second Edition of *Through the Breach*. All of the errata issued since the game’s initial release has been incorporated into the core rules, and we’ve cleaned up and rewritten the rules that didn’t work as well as they should have.

First of all, it’s important to note that Second Edition of *Through the Breach* is a rules cleanup, rather than a rules change. If your players already play *Through the Breach*, then they won’t have to relearn the rules; some of the details may have been improved, but the core of the game remains unchanged.

One of the priorities I had when writing the Second Edition rules was ensuring that our existing rules supplements – *Into the Steam*, *Under Quarantine*, and *Into the Bayou* – would be fully compatible with the game’s new edition. I’m an avid roleplayer, and one of the worst feelings is showing up to a game excited about a character concept, only to learn that a new edition has rendered that concept

unplayable. Thus, I made certain that, no matter what else happened, a player would be able to show up to a Second Edition game of *Through the Breach* with any of our published supplements in hand and not only be able to play the game, but to play without having to shuffle through pages of errata notes or clarifications.

This compatibility also helps out gamemasters. All of the *Penny Dreadful* adventures that we’ve published – such as *Northern Aggression*, *A Night in Rottenburg*, and *Nythera* – can be played through by Second Edition players without any reworking required on the part of their gamemaster.

With that in mind, there have been some notable changes to the rules. For instance, all of the character classes, or Pursuits, in the supplemental books have a “Rank 0” Talent that a player gains as soon as they start progressing down that path. This proved to be a big hit among players, as it let them feel like they were playing as a Necromancer or an Infiltrator right from the moment their character decided to follow that path. The core Pursuits in the original *Fated Almanac*, however, lacked these “Rank 0” Talents, which often caused characters who followed those Pursuits to feel like they were lagging behind their companions.

To address this, I went through and gave “Rank 0” Talents to each of the core Pursuits. This also let me adjust and tighten the focus of these Pursuits to fill in some of the pitfalls that might otherwise ensnare new players.

For instance, the Tinkerer Pursuit deals with the creation and maintenance of animated machines called Constructs. In First Edition, a Tinkerer had the option of starting the game with two spells, but if one of those spells wasn’t the Animate Construct spell, then most of the Tinkerer’s Construct-related abilities would end up being somewhat useless. In Second Edition, a Tinkerer gains the Animate Construct spell right from the start, ensuring that the character is always able to use their Construct-related abilities... and that a new player won’t unknowingly make a choice that will lead to frustration a few sessions down the road.



Another concern was the speed at which players were able to defeat their enemies. While later supplements provided stronger opponents for players to confront, groups that only used the *Fatemaster's Almanac* often found themselves outpacing their opponents about midway through a campaign.

I've sharpened the teeth of these adversaries in two specific ways.

Firstly, I added a "Fate Point" system that would allow more important characters a greater range of options in battle. This allows "boss" characters to keep pace with player characters and ensures that when the time finally comes to throw down with the villain of a story, it will be a tense, edge-of-your-seat encounter that will keep the players engaged and coming back for more.



Secondly, the people and creatures in the *Fatemaster's Almanac* have been reworked with an eye toward ensuring that they're interesting and compelling opponents. The number of entries has increased from seventy-six to ninety-two, and the quality of the creatures has been dramatically expanded. In Second Edition, I've made certain that the bestiary contains characters and creatures that are more appropriate opponents for an adventuring group, such as Arcanist smugglers, hulking simulacrum, and shackled spirits.

At this point, you may have noticed that I've referenced both the *Fated Almanac* and the *Fatemaster's Almanac*. With Second Edition, we've combined these two books into a single book: the *Core Rules*. This makes the buy-in price point more affordable for starting groups and ensures that all the rules for *Through the Breach* are together in a single place.

Moreover, we're making sure that it will be a book that stores and players will both be proud to display on their shelves: as a hardcover book with three tassel bookmarks and over four-hundred pages, it will definitely draw the eye. One of the things I really appreciate in a roleplaying book is a sturdy cover, as it really helps to keep a book together through years of toting it around in backpacks and satchels.

Not all of those pages are devoted entirely to rules, however! If you've ever been to our official forums, you might notice that our fans are always asking about the history of *Malifaux* (and, in turn, the history of our version of Earth). We've always been a bit coy with the

details, spreading breadcrumbs around and revealing bits and pieces of the past through our stories and sourcebooks. That's all well and good, but for a roleplaying game, it's often better to pull back that curtain so that players can know about the world that their characters grew up in.

To that end, I've ensured that the *Core Rules* will contain the most comprehensive history of the *Malifaux* world to date, from the ancient days of the *Malifaux* people through the Tyrant War and the eventual downfall of their people. It goes into the various portals that have appeared between the two worlds throughout history and then goes on to describe the state of the two worlds in the current game year, 1907. This ensures that the *Core Rules* will be a valuable resource for anyone interested in the lore and history of *Malifaux*, even if they don't consider themselves to be a roleplayer.

In summary, I'm very excited for the Second Edition of *Through the Breach*. As a company, we're committed to ensuring that stores can offer the best games possible to their players, and the *Core Rules* will certainly hit that mark.

...



# BIOTIX™

## play dirty — and get a reaction!

BIOTIX

IMP SND0063 ..... \$19.99 | Available April 2017!

You can pack a lot of fun into a small box, especially when you pack it full of microbe meeples. I'll say it again. 'Meeple Microbes' (squeeee!) Yup, and these cute little guys are the focus of Smirk & Dagger's latest game, *BIOTIX*.

In this nasty, little, 2-5 player game, your boss, Dr. Lillian Johanna, has made a groundbreaking discovery in the field of microbiology.

She's discovered a new breed of extremely unstable, highly volatile microorganisms — *BIOTIX* (patent pending and pronounced 'biotics') — that can *uneasily* coexist within a small system. But science can be a brutally competitive field. What began as an innocent pursuit of discovery has quickly devolved into self-centered posturing and ruthless backstabbing among her lab personnel, all vying to have their name attached to the research paper, thereby rocketing them (you!) into scientific superstardom!

Your mission: carefully grow the largest culture of *BIOTIX* possible — while sabotaging the work of others by pushing their microbe populations above their limit, causing them to explode and bio-react in all sorts of fun ways. Game play is simple. On your turn, draw two *BIOTIX* meeples from the specimen bag and place them, one at a time, either onto your own petri dish for points or into an opponent's dish to try and force a bio-reaction to destroy their work.

Each of the five *BIOTIX* species has a different trigger number and a unique bio-reaction when they 'go off'. It may force you to trash the microbes, force microbes from your dish into the petri dishes of others, steal microbes, or wipe out a species across the whole table. The *BIOTIX* are in a constant state of flux throughout the game, as is your score, because at the end of the day you gain points for the *BIOTIX* culture remaining in your dish, with the most volatile *BIOTIX* being worth the most points. The best score over the course of three days of research determines the winner!

Designer Zachary Huff explained, "I wanted each bio-reaction to have a unique feel", and he balanced them so that there was "a give-and-take to the effects which would make up for the points that were lost in the reaction. It resulted in a lot more strategy and backstabbing, as it was quite possible that giving pieces away to an opponent (seemingly giving them points) could cause catastrophic chains of explosions and lost points. I like to think of the game as a 'give-that' game (a close cousin to the *take-that* genre)."

And, of course, that's what drew in Smirk & Dagger, who has a reputation for publishing games that are "more fun when you can stab a friend in the back." "Zach contacted us with a game designed to pester his sister," mused Smirk & Dagger Owner Curt Covert, "and they

created this hilarious video mockumentary of lab assistants blowing each other up in a lab, telling the story of the game. Well, that was enough to earn him a meeting at GENCON. We played and were really impressed, but there was still some work to be done."

Over the next few months, Zach and Smirk & Dagger worked together to refine the game, testing new ideas at game stores and at Metatopia, the game design fair in Morristown, New Jersey. The piece count of the meeples was increased to ensure bio-reactions occurred with just the right frequency.

Trashed meeples became hidden and a timer chip was added to keep people guessing. Zach said, "the Timer token worked two-fold: it made the pieces drawn and the pieces that may never get rendered completely unpredictable, and it eliminated the potential kingmaker issue given to the last player of a round (who previously could act with relative impunity). Then, a completely new type of microorganism was developed that subtly changed the feel of the game, making for even more confrontation and strategic game play."

That late addition was the Aggressive *BIOTIX*, which are introduced in the Advanced rules. Aggressive *BIOTIX* are cancer-like microbes which replace other types of *BIOTIX* in your dish, mimicking their properties - but are worth negative points instead of their usual values. "I'm a huge fan of the Aggressives," admits Curt. "Once people try them, they will *always* play with them. They add a lot to the strategy of the game. Now I have to think hard about blowing up your petri dish, as that player may pass me those negative points in the resulting bio-reaction. And it allows for a little 'shoot the moon' mechanic

too. If you have only Aggressive *BIOTIX* in your dish at scoring, they're all worth 5 points each, instead of negative 2. It really amps up the game."

"Throughout the refinement, however, I wanted to keep one thing consistent," Zach adds. "I wanted the game to be accessible and easy to pick up. The game can be explained in a brief statement: players draw pieces at random from a bag and may either keep them or give them to opponents. The strategies emerge and consistently change over the course of the

game, but anyone can take that statement and hit the ground running. The game also moves at a brisk pace, and definitely leaves players with a desire to perform just one more experiment!"

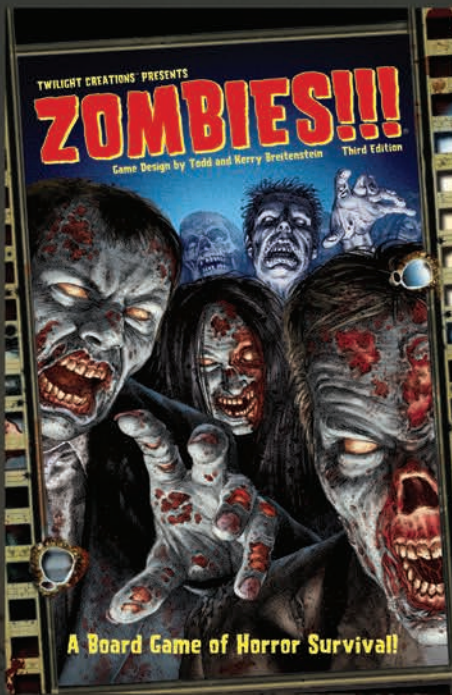
One can learn the game in two minutes and it's small and portable enough to take anywhere. It's the kind of game you can play with gamers and non-gamers alike and have a blast! Literally. So ask your local retailer to order your copy today!

...

*Curt Covert is the owner and Chief Instigator at Smirk & Dagger Games, dedicated to proving that games are more fun when you can stab a friend in the back. A fourteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. It's kinda like the word, "schottenfreude" was coined just for him and his games.*



# There WAS hope...



# But now WE are Desperate and the Odds are NOT in our Favor

**Zombies!!! 15: Another One Bites The Dust** takes you out of civilization and into the desert. You have to find enough water to survive this wild trek to Las Vegas or you will be craving brains - lots of brains.

#### GAME CONTENTS:

- 15 Map Tiles
- 32 Event Cards
- Water Tokens
- Rules

Requires the Zombies!!! core set (TLC 2010 or 2011) to play.



UPC 823973021156  
PRODUCT CODE TLC 2115  
SRP \$15.99 Spring 2017

[www.twilightcreationsinc.com](http://www.twilightcreationsinc.com)  
[kerry@twilightcreationsinc.com](mailto:kerry@twilightcreationsinc.com)

# DELVE



## DELVE

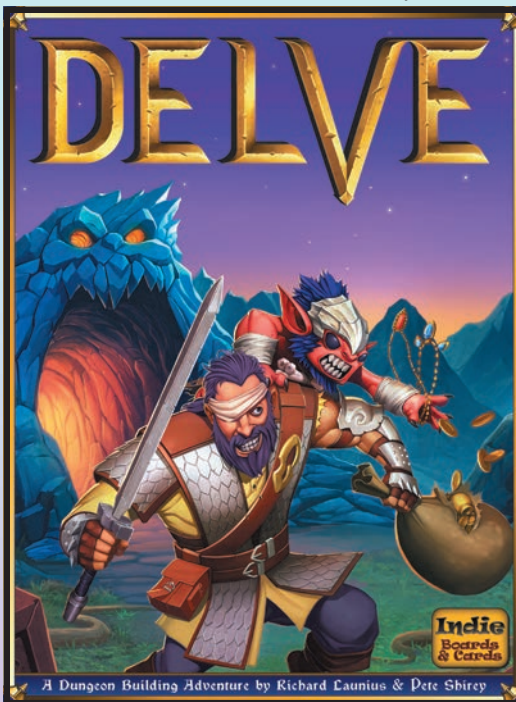
PSI IBCDEL1 ..... \$19.99 | Available June 2017!

Brave delvers have traveled from across the land in search of glorious, golden riches inside the dungeons of Skull Cavern. Treasures beyond their wildest dreams await below, but not without treacherous encounters hiding in every shadow. Sharpen your weapons, light your torches, and prepare your party to delve!

In *Delve*, player's guide different factions of fortune-hunting adventurers into the depths of Skull Cavern. Each faction approaches the game in an entirely different way. The Sellswords use their mercenary tactics to muscle through confrontation. The Forestfolk rely on their woodland instincts to adapt to obstacles. The Wraiths walk the worlds between life and death. And the Kobolds... well, they *gibber*.

Game play is very simple in *Delve*. Each turn, players explore the dungeon by placing a tile. Each faction is comprised of a leader, a brute, a thief, and a mage, as well as one duplicate delver class for additional asymmetry. As they search for gold and treasure, they must decide which of their delvers to place (facedown) on the newly explored tile. Each class functions in a unique manner, both in the dice they roll, and how best to use them. While brutes throw it all at winning fights, thieves use stealth to sneakily grab whatever spoils they can. Leaders offer options, while mages draw great power from rooms with magical rifts.

As the game goes on, rooms will eventually become completed. When a room is completed, one of two things happen. A battle for the gold and treasure will occur in rooms with delvers from more than one faction. As each class of delver contributes different combinations of



dice, choosing the right delver makes all the difference. The player with the highest combat total will take all of the treasure, but half of the gold cards. The next highest combat total will get half of the gold cards that are left. The third highest receives half of what is left once more, while the last player leaves empty-handed.

Sometimes closing a smaller room or corridor with less loot and no competition is a more profitable path. However, closing a room without rivals to compete for the riches comes with a single snag: you must first navigate a perilous encounter! Monsters, traps, and certain doom await around every corner! Each encounter is entirely unique, but choose wisely! Perhaps greedy bandits leap from the shadows, eager to relieve you of your hard-earned spoils. Maybe a malicious magical contraption set ages ago springs to life. Or, worst of all, the tavern tales of dungeon yetis prove true! There's no telling what danger — and fortune — lies around each corner.

Gold cards are numbered one to three in value, with one being the most common. Treasure cards provide victory points in addition to special abilities. Some treasures grant abilities upon collecting them, while others can be used later to navigate encounters. Most importantly, treasures are one of the more reliable means of obtaining XP in the game, a resource that can be used to activate your faction's special ability, improve your hand of dungeon tiles, break the placement rules for corridors, and to succeed at encounters.

The game ends when the sun marker advances to the final space on the sun track or when all of the gold cards have been entirely plundered. Naturally, the player with the most valuable haul will be declared the most legendary gang of adventurers. So be bold, be quick, for your time is short and your satchel can only hold so much!

Designed by talented newcomer Pete Shirey and tabletop legend Richard Launius, *Delve* is a dungeon-building adventure that combines tile laying, dice-driven combat, and an engaging narrative for an experience like no other. Designed

to provide a rich, immersive experience for lovers of adventure, *Delve* is equally inspired for gamers with a love of light tactics and variable powers, all in a charming fantasy setting. This tile-placing, dice-driven combat game employs head-to-head battles to lay claim on all of the gold and treasures one can hope to obtain! Adventurers will pursue different strategies to build their wealth and stymie their rivals. So grab your gear and get ready to explore the dungeons of *Delve*!

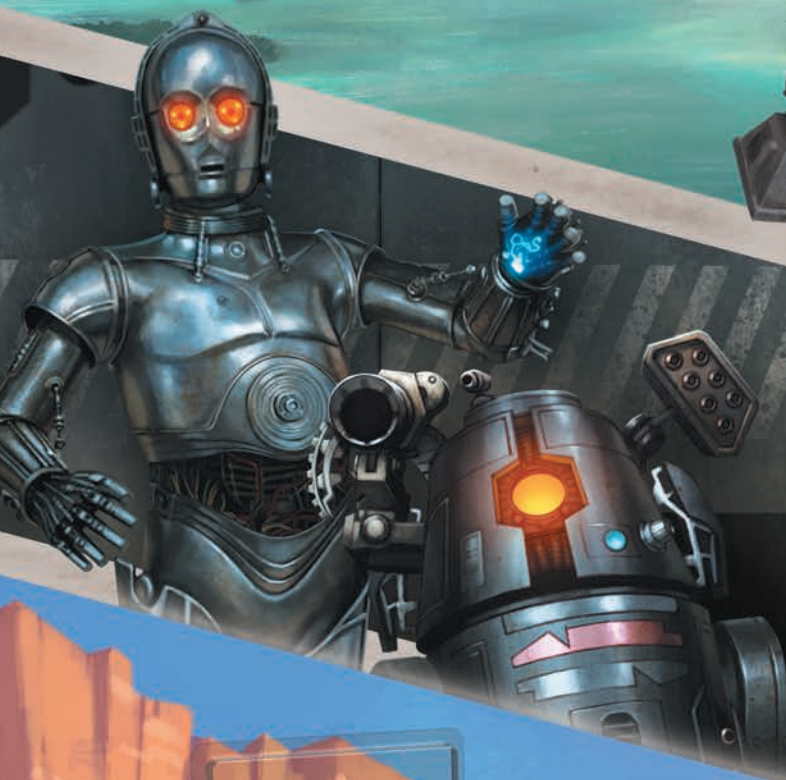
...



# STAR WARS IMPERIAL ASSAULT™



**HERA SYNDULLA AND  
C1-10P ALLY PACK**  
SWI43 - \$12.95



**BT-1 AND D-O-O  
VILLIAN PACK**  
SWI41 - \$12.95



**JAWA SCAVENGER  
VILLIAN PACK**  
SWI42 - \$9.95

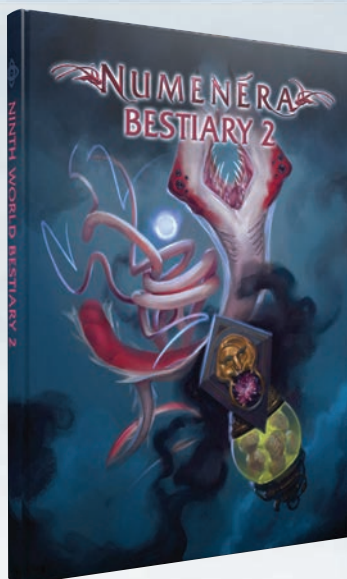


FANTASYFLIGHTGAMES.COM

© & ™ Lucasfilm Ltd. Fantasy Flight Games and the FFG logo are ® of Fantasy Flight Games.

# NUMENERA

## Ninth World Bestiary 2



### NUMENERA RPG: NINTH WORLD BESTIARY 2 HARDCOVER

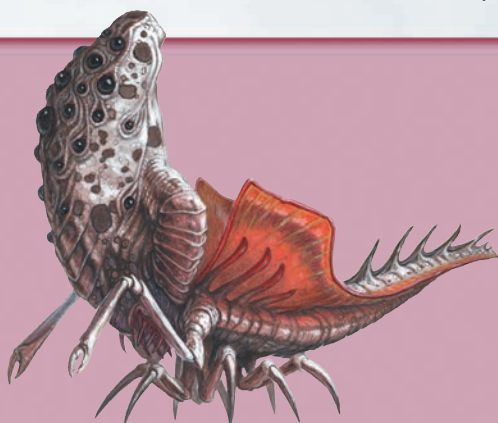
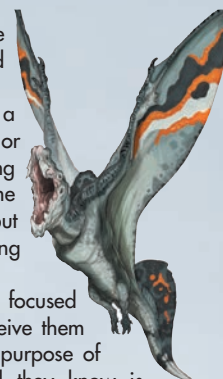
PSI MCG089 .....\$44.99 |

Available May 2017!

You won't find the kind of creatures featured in the *Ninth World Bestiary 2* anywhere else. The Earth of Numenera is a billion years in our future, and in a world littered with the detritus of prior civilizations that achieved amazing heights of technology, exploration, and understanding before they fell, the creatures are *weird*.

Many RPGs have strange creatures, to be sure, but in my experience *Numenera* gives a GM (and game writer) unique liberties to create beings that don't have to simply be scary or terrifying — they can also be *inexplicable*. That sense of not knowing, of characters realizing they might never know the full story behind a creature's existence, lies at the heart of the "weird of *Numenera*." It's also why the game is not a straight-up science fiction RPG, but rather science fantasy. Because what the past forged from science, new civilizations building on the ruins of yesterday call magic.

For instance, characters — startled by the inscrutable, many-eyed entity that seems focused on creating some kind of unknown mechanism — won't know if the creature will perceive them as a threat, or if, instead, it'll help them if they ask (nicely!), or whether the ultimate purpose of the complex object it's building is something they should be concerned about. All they know is that the creature must be dealt with. Their choice might be to flee, use force, apply a weird object or artifact they've looted from some previous enigmatic ruin, or attempt negotiation. If the latter succeeds, they might even learn that the entity that surprised them is called a **rythcallocer**.



### RYTHCALLOCER

7 (21)

Large as a small house, a rythcallocer's most arresting feature is its dozens of staring eyes. Though variously sized, all of them study the world with fierce intensity, many gleaming with a bluish light all their own.

When encountered, a rythcallocer is usually hard at work "repairing" strange machines in some forgotten cache or ruin. And while it's true that a rythcallocer can get what seems like a useless piece of refuse to function, it probably isn't the function for which the item was created. Rythcallocers are instead adept at repurposing items of the numenera (even previously working items) to create objects that provide the ability to look backward seconds, minutes, or rarely, even longer in time. But no matter how far back their constructs peer, a rythcallocer never seems satisfied.

**Motive:** Look (and perhaps travel) backward in time

**Environment:** Anywhere away from other intelligent creatures

**Health:** 33

**Damage Inflicted:** 7 points

**Aarmor:** 3

**Movement:** Short, short when swimming

**Modifications:** Knowledge of the numenera and crafting at level 8.

**Combat:** Rythcallocers prefer not to fight, unless forced to do so. When they do, they draw forth one of their orb-like eyes, revealing it to be artificial. Each orb is essentially a cypher that can kick a target (or the rythcallocer) through time by a few minutes, which absents the target from the current conflict. Other orbs act like detonations or ray emitters that inflict damage, and *also* kick a target through time. In most cases, the direction is into the future, which means that the target seems to disappear then reappear a few minutes later, with no time having passed for it.

If killed, a rythcallocer phases away (to where isn't clear — it's possible their body becomes unmoored in time), leaving only a few glass orbs behind.

**Interaction:** Rythcallocers can communicate in a variety of languages, and if communication can be opened, the creature is revealed as a frantic, driven being obsessed with finding new items of prior world technology to experiment on. It won't reveal why it wants to peer back in time, only that it is essential. A rythcallocer could be assuaged with the gift of a few cyphers.

**Use:** The PCs find an orb-shaped cypher. Later, they are tracked down by a rythcallocer who misplaced it and wants it back.

**Loot:** A rythcallocer usually has about six cyphers with it.

**GM Intrusion:** The characters uses a cypher formed from a disembodied rythcallocer eye, and learns something unsettling about the future, a future which might never come to pass.

The *Ninth World Bestiary 2* features 170 creatures, each one as creative and unusual as the rythcallocer. Bring the world of *Numenera* to life when the *Ninth World Bestiary 2* hits store shelves in May!

...

An award-winning game designer, Bruce designed *The Strange*, *Ninth World Bestiary*, and *Gods of the Fall*, among many other titles at MCG. He's also worked on *Dungeons & Dragons* over the course of four editions as a writer and developer (including *D&D Next*), having written over 100 *D&D* products including *Gates of Firestorm Peak*, *Return to the Tomb of Horrors*, *Expedition to Castle Ravenloft*, *Gamma World*, and the *Forgotten Realms Campaign Guide*. And he's the author of nine novels, mostly set in the popular *Forgotten Realms* world, including the *Abolethic trilogy* (2008-2010), *Sword of the Gods*, its sequel *Spinner of Lies*, and soon to be published *Myth of the Maker*.

MATT RIDDLE BEN PINCHBACK  
JONATHAN GILMOUR

# WASTELAND EXPRESS

DELIVERY SERVICE

FROM THE DESIGNERS OF  
DEAD OF WINTER AND FLEET



WELCOME TO THE WASTELAND.  
TRY NOT TO DIE.



GAMETRAYZ™ CUSTOM  
INSERTS INCLUDED!



2-5  
PLAYERS



90-120  
MIN



AGES 13+



## Never Enough

# ZOMBIES!!!

After fifteen years of scrambling for your life, endeavoring to avoid those ravenous, festering creatures we lovingly call zombies, it's become rather confusing and desperate. Where do you go? What do you need to survive? Should I even stay on earth?



That almost sounds as important as... what *Zombies!!!* expansions should I add, how many, and how do I do it so it doesn't play forever? It's questions like this that makes our everyday decisions seem so trite.

Here are your options and it's up to you to make that life or death decision. The *Zombies!!!* base set can be played as a standalone, and supplemented with any expansion. But, you have to decide on your ultimate goal. Do you want to race to the helicopter, or focus on one of the alternate winning conditions? If it's getting to the Helipad, that's easy. Play with the base set and add any or all of the following: *Zombies!!! 2: Zombie Corps(e)*, *Zombies!!! 3: Mall Walkers*, *Zombies!!! 5: Schools Out Forever*, *Zombies!!! 6: Six Feet Under* (this is a must-have as it allows you to get around town faster), and *Zombies!!! X: Feeding the Addiction*.



We'd suggest pre-setting the city expansion along with the *Zombies!!! 6* and *Zombies!!! X* tiles. Place the entrance to *Zombies!!! 2*, *Zombies!!! 3*, and *Zombies!!! 5* in the tile stack before it's mixed up. Double the movement in addition to adding life tokens, and you're able to get around faster. The Helicopter is about to take off, and you *should* be on it.

Now, if you want to spice up your adventure, that's easy enough as well. Once again, start with the base set and add the entrance to *Zombies!!! 4: The End*, *Zombies!!! 9: Ashes to Ashes*, *Zombies!!! 11: Death Inc.*, *Zombies!!! 12: Zombie Zoo*, *Zombies!!! 13: DEFCON 2*



*Z, Zombies!!! 14: Space Bites*, and/or *Zombies!!! 15: Another One Bites the Dust* to the pre-set board and off you go. Draw tiles from any set that you wish, and complete the winning conditions of the chosen expansion. *Zombies!!! 7: Send in the Clowns* and *Zombies!!! 8: Jailbreak* are special expansions in which you start from the carnival or jail and make it to the helicopter in the base set.



You can combine any or all of the suggestions above, depending on how long you want the game to last. I highly suggest that the more expansions you add, the more you increase your movement. The movement rule is adding your movement roll to your life for total movement. If you are using multiple expansions, I suggest rolling two dice for movement and adding it to your life.



Of course, these are just a few examples of how to get your apocalypse just right, but you decide on how easy or difficult you want your killing spree to go on game night.

...

# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME<sup>™</sup>

# IT'S ALL ABOUT WHO YOU KNOW

## ADVENTURER'S GUIDE

Don't face the darkness alone! Join the ranks of incredible adventuring societies and unlock their secrets with the Adventurer's Guide, the latest hardcover rulebook for the Pathfinder Roleplaying Game! Inside you'll find eighteen organizations—enigmatic Cypher Mages, ironclad Gray Maidens, merciless Hellknights, Pathfinder Society explorers, and Red Mantis assassins—ready to share their exclusive abilities with worthy adventurers! With tons of new archetypes, prestige classes, signature gear, spells, and more, heroes can unlock extraordinary paths to all manner of secret fighting arts and esoteric mysteries!

**Available May 2017**



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

[paizo.com/pathfinder](http://paizo.com/pathfinder)

# FAITH

- A GARDEN IN HELL -

## FAITH: A GARDEN IN HELL

BRG 11010 ..... \$34.99 | Available March 2017!

The Ravager, a powerful alien species of DNA-absorbing mutants, is attacking the civilized universe through the many gates of the Labyrinth, the web of wormholes that connects the universe together. The Corvo and the Iz'kal, former rivals, have formed a Coalition with the Human and the Raag to fight this neverending menace — and you are a key part of it. Your mission: bring the war to the Ravager, pursuing one of their Queens to extract vital intelligence from her brain to tip the scales of war in favor of civilization. Will you be up to the task?

### RAVAGER PROLOGUE BY JON EGIA

Koitz, Queen Nor's prime Alterant, was supervising his workers from above, tens of meters off the ground. From his vantage point, he could see the entire greenlit pavilion full of minions laboriously mending a myriad of biotic cocoons, designed to bring new Ravager spawns into this world. The latest batch was the product of fresh DNA collected from some Iz'kal monitoring station, and for the very first time he intended to create several infiltrators from this species. However, he would have to consult Tzix first, something he was not looking forward to doing. Why should he have to answer to anybody?

Deep within he knew he was superior to both Tzix and Nor. The former was little more than a glorified errand girl; while the latter, nothing more than a monstrous, decaying beast; a has-been long past her shelf life; one humongous foot already in the grave. Oh, how he abhorred Queen Nor. But he had to tread carefully and keep such thoughts to himself. No matter how many layers of encryption one used, there was always the danger of a braindata incursion.

If only his body were on par with his mind, things would be very different. Tzix was slyly thunderous; brutally powerful yet gracile. Nor was humongous, little short of a living planet, hosting dozens of anti-air missiles on her hull, millions of spawns within it. But Koitz was just a floating lump of flesh, modeled after some ridiculous aquatic octopod from a remote Corvo colony. He blamed his creators for this sham, whoever they had been.

The Alterant was feeling uneasy, and an urge he had been withholding was slowly starting to take root. He knew that the right product at the right dosage could pacify his brain, and knew how to obtain it.

Moving with bulking inelegance, he approached a biotank. With a minuscule brain impulse he dismissed the workers and stood alone before a quadruped animal within the tank, floating in amniotic liquid. "Codename: Roothound; origin: Sullivar". He sent LinkWave orders to the organic machine, and the Roothound started to shrink, slowly, until nothing but the carcass of the animal was left. He gave a worker the exact instructions to prepare a concoction from the animal's inner parts. When it was ready, he injected it in one of his tentacles and withdrew to his chambers.

He was waiting for the drug to kick in when a sudden, pulsing tremor invaded his mind. It was an urgent message from the advanced scouts, sent for Nor's, Tzix's, and his minds only. It informed them about an odd behavioral pattern in the Coalition Armada. They had started withdrawing their fleets from the battlelines towards the inner sections of their strongholds, leaving the Ravager a window of opportunity to strike



hard. "Odd indeed", he thought as the drug started showing its effects. He felt mildly euphoric and let out a soft, strange chuckle.

He tried to stay focused on the message, but got lost within himself, marveling at the unlikely existence of his being. How unlikely was it to be born an Alterant? One in a googolplex, maybe? How odd was it being, among all the sentient creatures in the universe, at the very top of the evolutionary pyramid? Which of the scam-Gods should he thank? The unlikeliness of his existence was only matched by the broad spectrum of its possibilities. There was no need to feel sorrow nor pity. He wasn't just an Alterant; he was *the* Alterant.

Then he heard a vaporous movement. It was Tzix, her menacing, six-limbed figure still and majestic. A true marvel of evolution.

"The message", said the Herald.

"A trap", responded Koitz with a sly smile, unable to control his facial muscles.

"Of course it is", she confirmed. He could feel her condescending eyes piercing through his mind.

"Does Nor know?" Koitz couldn't believe he managed to utter those words. He felt as wayward as a roothound cub.

Tzix scrutinized the Alterant's thoughts and movements and pondered her answer. "Unsure. Rage blinds her."

"How should we proceed?" He opened an empathetic line with Tzix. They were on the same page now.

"Wait and see", she said, cold as a razor blade, before leaving swiftly.

"Wait and see", he repeated to himself, alone again in his chamber.

Looking into the formidable void within, he vowed never to do drugs again. It caused him to make dangerous choices.

**FAITH: A Garden in Hell** is the perfect entry point into the universe of **FAITH**, including everything you need to play for 1-4 players, plus a Game Master to run, for 7-12 sessions: 76-page campaign book, 36-page rulebook, four character folios, 54 gear and NPC cards, one player deck, a campaign outline for the GM, and four large boss cards. Order it from your FLGS beginning March 10<sup>th</sup>.

...

# SHADOWRUN

## SIXTH WORLD CAROT



**CATALYST**  
game labs

**CATALYSTGAMELABS.COM**

© 2017 The Topps Company, Inc. All rights reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Printed in the USA.

# TRICKS OF THE GAME TRADE

by Jon Leitheusser



different organizations that can act as patrons or adversaries for player characters. Each group receives enough attention that you should easily be able to drop one, some, or all of them into your game to help (or hinder) the heroes.

Using groups like those introduced in the sourcebook gives the PCs allies to interact with and it makes it easier for you, as GM, to encourage them to take on missions. In addition, because the groups each have clearly-defined goals, they serve as excellent sources of adventure hooks on their own. After all, the group must exist for some reason and it makes sense to send powerful (or disposable) assets like the PCs to achieve their goals.

The other great thing about introducing allies into your campaign, especially if you're using them in a *Pathfinder* game, is that the organizations have archetypes, prestige classes, feats, equipment, weapons, magic items, spells, and followers or monsters the heroes have access to, quest for, utilize, or face in combat. Options like that are always great for making the players feel crucial and have purpose.

## FINDING YOUR NICHE

So, let's talk about your character's place in the grand scheme - their niche in the campaign. Perhaps you want your rogue to become an assassin (and you're playing in a game in which that's appropriate), so talk to your GM about it, and if they're receptive, they might introduce the Red Mantis Assassins to the campaign so you can be trained by them. Maybe your cavalier, paladin, or fighter yearns to become a knight, thus proposing the Eagle Knights makes that possible. Sourcebooks like the *Adventurer's Guide* include a lot of new options to let you explore roleplaying opportunities by affiliating yourself with organizations and improving your character with feats, spells, and other skill sets.



Another book coming out this month has even more options, in a totally different vein. The *Legacy of the First World* book from the *Pathfinder Player Companion* line expands on information first presented in *The First World: Realm of the Fey*. *Legacy of the First World* focuses on the natural world, fey-touched characters, and new powers and classes that draw power from the land and fauna. It includes more of the ever-popular archetypes, along with additional feats, magic items, spells, and other character options related to the fey and nature.



## ENRICHING YOUR GAME

One of the great things about roleplaying games is that they're able to incorporate ideas from all sorts of sources. In one of our early columns, we discussed tapping into inspiration from books, movies, and other forms of media and introducing them to your games, not just because it was easy to do, but because it makes the game more familiar and appealing to your players.

Another way of making your game more interesting and complex is to borrow concepts from other roleplaying games and make them a part of your world. One of the biggest challenges for any GM is making their game world more real to the players. Or, to put it another way, to make it seem like the world lives and changes over time even if the player characters (PCs) don't interact with certain aspects of it all the time. Non-player characters should have needs and desires all their own, to drive them to steal, kill, or get involved in intrigues that occur in the backdrop. Maybe the heroes will discover those plots (or they won't), but having some ideas about how the world around the PCs is progressing and changing will make it feel more like a living, breathing setting.

A great way to do this is to create — or steal — organizations that have clearly stated goals, aims, and agents to carry out their plans. The *Adventurer's Guide* for *Pathfinder* is an excellent resource for those sorts of groups. It contains 18



Finding an interesting character to play in your campaign is one of the best ways to ensure you'll have fun when you're at the game table. Every decision you make about the character's background as well as the traits, class, archetype, feats, and so on, combine to give you the character you want. When playing a game with a lot of options, take advantage of that to come up with something truly original and exciting!

### A NOTE TO GAME MASTERS

*Tricks of the Game Trade* is all about helping GMs and players get the most out of roleplaying games; from getting one started, to making the game more interesting for you and your fellow players. Well, this column has some stiff competition from the fine folks at Kobold Press—namely, the *Kobold Guide to Gamemastering*. This is another in a long line of excellent resources from Kobold—which includes titles like the *Kobold Guide to Plots and Campaigns*, *Kobold Guide to Worldbuilding*, *Kobold Guide to Combat*, and the *Kobold Guide to Game Design*, among others. As you can tell from their titles, Kobold has provided a wellspring of great information for GMs to tap into to make their campaigns easier to run and more engaging.

The *Kobold Guide to Gamemastering* concentrates on running games, with tips from some of the best and brightest game designers and Game Masters in the industry. If you're looking to up your game (pun intended), give this book a serious look. It will help you deal with challenges that all GMs face, including everything from how to handle difficult players to practical advice on improvising and narrating more effectively. All of that information should make you a better GM and entertainer for your friends, which is something that everyone at the game table will appreciate.

### TAKE IT TO THE TABLETOP

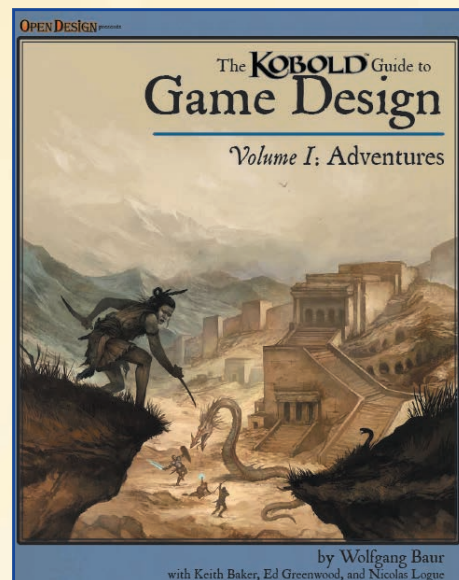
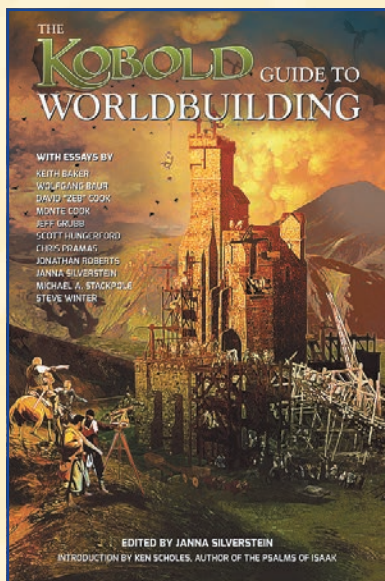
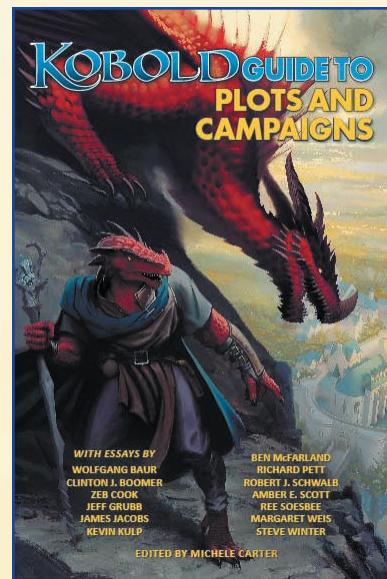
Putting time and effort into making your game (as the GM) or your character (as a player) more unique can be a challenging and meticulous exercise, especially if you're new to roleplaying games. It's hard to know where to start or decide on what you want your game or character to be.

With books like the ones discussed above, those endeavors become much easier. There's no need to reinvent the wheel when you can just go out and buy one that works perfectly well with only a little work and motivation. Take advantage of the knowledge literally at your fingertips... it's a huge time saver!

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for *Green Ronin* from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!





by Corey Perez and Luke Hardy



When I first began painting, I always had a problem choosing what colors to use. How do you decide what looks 'right' when you start in on a figure? Thus, my figures were a random hodge-podge of colors (whatever I happened to have on hand), and tended to look awful. Solid blocks of color, badly jarring tones, and any technique I used was generally entirely by accident.

All that began to change when I started painting my first miniatures for RPGs. Here was something meant to represent a character who had a history, motives, and goals. I needed something that showed that, if only to myself. From that point on, deciding what looks right was simple if I kept one thing in mind: Miniatures tell stories.

Like any good story, you want to breathe life into your characters. Nothing brings characters to life like details. I don't mean every little button on a miniature's coat, or painting individual links on chainmail to create a pattern. The kind of details I'm talking about can be done very simply and easily with the right tools and paints.



That leads me to the subject of this installment: the Vallejo Special Effects Paint Set (VAL 72213) comes with seven paints and a bottle of Chipping Medium for use in putting those special touches on your miniatures. The set also comes with an excellent, illustrated fold-out guide showing how that set can be used to paint some great-looking undead.

Our use of the set isn't going to be that extensive, however. We're going to be using it to add some details to a miniature to help tell its story. The result is a figure that uses tricks to fool the eye and make the figure look good "at arm's length".



The subject for this installment will be a familiar figure from the first installment: The Ironfist Dwarf Berserker. You may recall that I said that the paint choices were made with an eye to adding details later. I'll show you what I had in mind.

I started off with this project by taking the mostly completed miniature and considering what kind of story it was telling. Here was a dwarf who was focused on killing goblins, and wasn't too preoccupied on the little things like maintaining his equipment or cleaning up. I needed effects to convey age and the aftermath of violence.

The first step in this was to take the Dried Rust paint, and water it down a bit. I used this to paint a thin layer over the dwarf's iron fist and the chain connecting his hammer to his bracer. The highlights bleed through the thinned down paint, leaving the entire miniature with a dull, metallic feel of old iron, and the highlighted areas look more like rust.

I then added some wet rust in places on the gauntlet. Rust tends to run, forming streaks, even forming rusticles if left long enough, so I placed the wet rust color as if the arm was down. Slight streaks in areas where it ran down, or spots in low areas where the rust might pool.



Now it was time to start aging the bronze. I started by painting the chipping medium over the head of the hammer and toe caps of the boots.

The Verdigris paint is great for creating age effects, especially with any item that's supposed to be copper or bronze. Verdigris is basically the color you get on those metals when oxidation sets in. Sort of their version of rust, though it tends to be patchy and doesn't run like rust will. That's where the chipping medium comes in.

Once it dried, I used water to thin out the Verdigris paint, as you don't want it very thick at all for this technique. I applied the thinned paint to the areas that I had covered in the chipping medium, and let them set.

When the Verdigris was dried, it was on to the final aging step. Using a stiff bristle brush (like a hard toothbrush or small vegetable brush), I began scrubbing the Verdigris area. You can also use a stippling brush to the small areas, or a place with significant detail, which I did here. Doing this wears off the Verdigris paint on raised areas, and causes flaking in flat regions. This figure is fairly small, and doesn't have much in the way of smooth areas, so you won't see that as much with this one.



For the finishing touches I needed to perform a bit of basing work. I chose to use the *Vallejo Light Brown Mud Texture* (VAL 26810). My choice of this particular texture was due entirely to its color, as it would show the rest of the effect I planned more clearly. I used the texture to cover the base of the figure and to do some creative dirtying of the figure in general. Mud on the boots, splatter on the loincloth and chain, etc. After that dried, I tapped into the fresh blood color in the special effects set, and once more watered it down. I loaded copious amounts in a brush and applied them to the stump of the severed head to let the paint flow naturally down and out to create the blood pool in the base.



I finished by taking a soft bristle toothbrush and dipping it into the paint. Holding the brush carefully in front of the miniature, I ran my finger down the brush creating a misting spray that created a nice splatter effect. Like you might expect from that hammer being slammed into an enemy.

The end result tells a little story all by itself. Here you have a berserker who obviously focuses more on slaying his enemies than he does on keeping his gear pristine. He's just finished off one foe, and taking a triumphant stand he's calling out his next chosen opponent.

You don't have to be a master class painter to have a satisfying miniature to tell your story. Using this, and various other paint sets, will allow you to do everything from quick, simple jobs that look good at arm's-length, to high-end detail work.

One of the best parts about this set is how you can use it for almost any genre of miniature to garner the effect you want. I only used part of the set in this installment, but believe me, I use it for many things. The chipping medium, for example, is great for aging vehicles. You just paint some rust on the figure and cover with the chipping medium. Paint the entire vehicle like it's pristine and use the brush to wear and chip off the areas you want to reveal any rust or primer underneath. Makes a vehicle look antiquated.

Overall, I highly recommend it for painters of any skill level that wants to add some great effects to their painting arsenal.

...

## VALLEJO SPECIAL EFFECTS PAINT SET (VAL 72213) CONTENTS:

The Game Effect colors are a specially formulated to produce the specific qualities of blood scabs vomit rust and verdigris.

72.130 Rotten White  
72.132 Flesh Blood  
72.134 Vomit  
72.136 Dry Rust



72.131 Rust  
72.133 Dried Blood  
72.135 Verdigris  
73.214 Chipping Medium



# CASTLES OF MAD KING LUDWIG (PSI BEZCAST)

From Bezier Games, reviewed by Eric Steiger and Rob Herman

 13 & Up	 1 - 4 Players
 90 Minutes	 \$59.95

Designer Ted Alspach was best known for two very different types of games — *Ultimate Werewolf* roles and innovative *Age of Steam* maps — when he surprised the industry with the excellent economic tile-laying game *Suburbia*. In *Castles of Mad King Ludwig*, he returns to the idea of players building up a new construction with tiles, but with new ideas of both the way players gain resources and what they do with them. In this game, players are building contractors, each competing to build a castle to suit the whims of King Ludwig II of Bavaria. This is much less silly than it sounds; Ludwig had three castles built in his lifetime, including the famous Neuschwanstein.

Each player's castle begins with a simple foyer — an introductory room with several exits. Each turn, one player (rotating every turn) becomes the "master builder". That player is assigned a random selection of rooms (tiles in various shapes and sizes) that players can add to their castles. The master builder assigns a price to each of these rooms, placing them on the auction board. Each player in turn — with the master builder having the very last chance — has the opportunity to buy one of these rooms and add it to his or her castle, or if nothing appeals, take a sum of free cash or buy an inexpensive and generic "corridor" room. These payments go to the master builder, who thus has an incentive to price them wisely; if the master builder chooses to buy from what's left, that payment goes to the bank. Unbought rooms have a coin added, making them more attractive for future rounds.

Why would players prefer to pay more for one room over another? First and most obviously, some are worth more points. But, there are many nuances. First, each room has a type — kitchens, activities, sleeping, etc. — and most give you bonuses or penalties based on what they're next to. For example, many Living Rooms give bonuses for being next to Outdoor Rooms (courtyards, terraces, etc.) while noisy Activity Rooms (gaming halls, feasts, etc.) are worth a lot of points, but give penalties for being next to Sleeping Rooms. Why not just put the rooms far apart? Well, you can, but there's another bonus for building compact: every room gives another bonus when each of its exits leads to another room. Activity Rooms give another point bonus; Outdoor Rooms grant cash; Utility Rooms grant a bonus card, which gives you a secret goal worth extra points. So, depending on what's already built in your castle, the available rooms might be much more (or less) appealing to you than your rivals. For further thought, each game features a set of common goals — the most square rooms, the most Sleeping Rooms, the most large rooms, etc. — that reflect the whims of the mad King. Whoever gets the most of these favored rooms receives another bonus; so rooms that are cheap in one game might be highly valued in the next.

*Castles of Mad King Ludwig* has two strong appeals. First is the tense and strategic task of choosing prices for rooms. The master builder for the turn has to figure out who is more likely to need what



room; then they need to figure out if they should price that room completely out of range, or just high enough that the opponent needs to pay dearly. For example, one of the King's Favor goals might be to get the most outdoor rooms. The master builder might choose to protect their lead by pricing any available outdoor rooms at the maximum price — or just out of range of a rival who's close to the lead. Alternatively, the master builder can choose to array the most desirable rooms at high, but reasonable, prices as a way of earning cash to spend later. The bidders, then, need to make the optimal choice from the offered rooms. It might be better to take a less-helpful room to save money for later, or to buy a point-rich room at all costs.

The second unique appeal is the way the castles look, during construction and after. The rooms vary in size and shape — rectangular, round, or oblong — and the castles naturally form a sprawling, chaotic shape across the table, worthy of the whims of the "Mad" King. Although the symbols are clearly marked on each room, they're also illustrated in pleasing detail. Bedrooms have beds and chairs, the Pumpkin Garden has pumpkins, and the Mold Room has the green growth of the dungeon. Assembling this crazy collection has a pleasure all its own and makes the game feel like a successful, creative experience even if your building acumen doesn't ultimately garner the King's favor.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*



# MAGIC

The Gathering®

## MANA 5

### LANDS SERIES

Featuring iconic full-art lands  
by artist John Avon



86531

Deck Box  
with Dice Tray



86532



86533



86534



86535

80ct Deck  
Protector®  
sleeves



86454



86455



86456



86457



86458

2016 Ultra PRO®



[www.facebook.com/UltraProInternational](http://www.facebook.com/UltraProInternational)  
Follow us on Twitter @UltraProInt



Wizards of the Coast, Magic: The Gathering, and their respective logos are trademarks of Wizards of the Coast LLC and are used with permission.  
©2016 Wizards. All rights reserved.

To find Ultra-PRO® distributors near you, visit [www.buyultrapro.com](http://www.buyultrapro.com)  
To find a retailer near you, try our store locator at [www.findultrapro.com](http://www.findultrapro.com)

Ultra-PRO

Watch Table for Two Show!



www.tablefortwoshow.com

## MAD CITY: PLAN AS FAST AS YOU CAN (MFG 4133)

From Mayfair Games/Fun Fair, reviewed by Jane Trudeau-Smith and Philip Smith  
of "The Table for Two Show"



 8 & Up	 1 - 6 Players
 30 - 45 Minutes	 \$35.00

If you are looking for a game that is challenging, but easy to learn and play, then *Mad City* may fit the bill! Each round, you're up against the clock to build your city, but also to score as many points as possible. The player who scores 150 points or more (base game), or 100 points or more (standard game) wins!

### WAS THIS GAME EASY TO LEARN?

We took the rule book's advice and played the base game first, which was quick and easy. So, we went straight to playing another game using the standard rules, which took a bit longer and was more of a challenge.

### HOW IS IT PLAYED?

There are 54 city tiles that are placed in a bag. The city tiles have three different zone colors (red, yellow, and blue) as well as roads, parks, and lakes. The tiles with buildings are urban, residential, or industrial zones. For a round, each player draws nine tiles and keeps them face down in front of them. A "Park Ranger Tree" (a little wooden tree token) is placed on the table within everyone's reach, and a one-minute sand timer. Each player also receives their own scoring track.

To play:

1. The timer is started and each player turns over their nine tiles – each player must build their own city in a 3x3 grid – the tiles do not have to match in any specific way, but when zones on tiles match up, that zone is considered larger, likewise when roads match up it makes the road longer, etc.
2. Whoever finishes their city first can grab the tree token (and score points for lakes and parks, if they have any); the player who takes the tree can no longer re-arrange their tiles
3. Once the timer expires, or everyone is completed, points are earned as follows:
  - a. The player with the tree scores any lakes or parks they have; the bigger the lake or the park the more points they receive
  - b. The player with the longest road, based on number of tiles, receives 3 extra points
  - c. Then each zone is scored based on how many buildings are on them, for example...
    - i. Jane's yellow zone has six houses so she receives 1 point
    - ii. Jane's red zone has seven industrial buildings so she receives 4 points for that
    - iii. Jane's blue zone has no urban buildings, so she receives zero points for that
4. After each round, see how many points everyone has – once someone scores 150 or more points the game ends, and the player with the most points wins!

The above scenario describes the base game, but the standard game also brings into play contractor and scoring tokens, which make the game longer and allow you to take more risk.

- At the beginning of the standard game, each player is given four tokens that represent Buildings, Industry, Roads, and Houses. Before the timer runs out in a round, if you feel your city has the longest road, or the most buildings, industries, or houses you can pick up and hold those corresponding tokens in your hand. During scoring if you have the most, you get additional



points! But if you don't, you *lose* points – which is why you're taking a risk with the tokens. Note that the rule for longest road from the base game is not applicable.

- There are scoring tokens which delay scores from happening in each round. Each player receives nine tokens which indicate when you can score. For example, one of the scoring tokens is in the shape of a triangle and is yellow, numbered 1-3 on each side. You start with the highest number along the bottom edge facing you. In the middle of the triangle it shows "7-12". This sounds more complicated than it is – on each round if you have 7-12 houses in a yellow zone, you don't score – you just rotate the triangle to the next lowest number. Once you have completed that three times, you flip the tile over, then score yellow zones with 7-12. It basically delays the ability to score, while adding a little more strategy and increasing game time.
- In the standard game, the tree can no longer be picked up with anyone over 50 points, which also makes scoring a bit slower.

We loved the feeling of scrambling to get our cities together in less than a minute, while still trying to think strategically on how to place the tiles to get the most points!

### TIMING OF THE GAME

The base game took us less than 30-minutes, but the standard ran almost 45-minutes because of the delayed scoring. However, we liked the standard version better as you can take risks with the contractor tokens.

There are also rules for a solitaire game, which is nice. *Mad City* is a fun, portable game we recommend picking up!

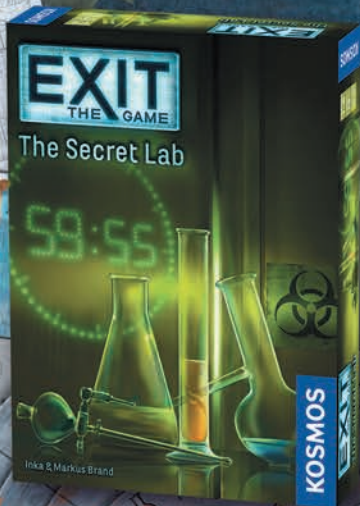
...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



# EXIT THE GAME

#exitstrategies



**NEW  
ESCAPE ROOM  
GAMES!**



**NEW  
CHILDREN'S  
GAMES!  
AGES 5+**

Check out all of our new  
releases at GAMA Booth #414

©2017 Thames & Kosmos LLC. All Rights Reserved.

**KOSMOS**

## MYSTIC VALE: VALE OF MAGIC EXPANSION (AEG 5864)

From Alderac Entertainment Group, reviewed by John Kaufeld

 14 & Up	 2 - 4 Players
 40 - 60 Minutes	 \$29.99

The druids of Gaia face untold challenges, dangers, and opportunities in *Mystic Vale: Vale of Magic*, the first expansion for AEG's *Mystic Vale*.

*Mystic Vale* is the first game built around AEG's new "Card Crafting System," which puts a fascinating twist on the deck-builder mechanic used in games such as *Dominion* (Rio Grande Games) and *Clank!* (Renegade Game Studios).

In a typical deck-builder, players buy new cards throughout the course of a game and slowly build the power of their decks by adding more and more cards. By contrast, the number of cards in a *Mystic Vale* deck stays constant, while the powers and abilities of the cards themselves change as players customize them by "crafting."

During their turns, players purchase Advancements that add new game text to cards in their decks. Advancements are printed on transparent plastic stock either at the top, center, or bottom of the card face. After buying an Advancement, the player slides it into the sleeve of one of their cards in play so it fills an available open space (top, middle, or bottom).

Using the powers on their cards, players can also acquire Vale cards, which represent the magical locations throughout the mystical Valley of Life. Vale cards typically provide some combination of victory points toward winning the game and special abilities which give their owning player a benefit of some kind. They don't go into the deck, though — Vale cards stand on their own and do their thing.

### MORE CARDS! MORE CARDS!

*Vale of Magic* adds 54 advancement cards (18 Level 1, 21 Level 2, 15 Level 3) and 18 Vale cards (9 each Level 1 and Level 2) to the base game. All of the cards are new to *Mystic Vale* (none of them replace existing cards in your base game), so you can simply shuffle the expansion cards straight into your decks. Best of all, the combined set of cards from the base game and the expansion still fit easily into the original box, making storage simple.

### TWO NEW ABILITIES

The expansion adds two new types of special abilities to the game: *Discard* and *When Bought*. Both are "one and done" abilities that give players a specific benefit once during the game.

To use a 'Discard' ability, the owning player announces what they're doing and then takes the card completely out of play by returning it to the box. If the card had any victory point value in addition to the game text, the victory points are lost.

Similarly, the 'When Bought' ability is a one-shot benefit that triggers immediately as the card is purchased and is ignored for the rest of the game. For example, the 'Amberwood Vale' card lets you flip your mana token face-up if it isn't already. The 'Fauna Hollow Vale' card grants a two mana bonus to spend on Advancements that turn.

### WATCH YOUR TIMING

Several new cards in this expansion force you to pay close attention to the timing of when special abilities trigger. For example, the 'When Bought' ability is immediate — you can't buy the card, pause to do something else, and then come back. This adds some extra tension as you plan the Harvest Phase of your turn, since that's



when you buy cards. Although most timing issues are self-explanatory, the expansion's rulebook includes details and examples covering how a number of the new cards work. Keep the book handy the first few times you play the game.

### ONCE THEY'RE IN, THEY'RE IN

For some reason, AEG didn't mark the expansion cards with any sort of set symbol or other simple method of delineating the difference between the new cards from the originals. That means once the cards are in your game decks, they aren't coming back out easily.

If you *really, desperately* want to separate the expansion cards from your base game, you can download an expansion card list from the *Mystic Vale: Vale of Magic* page on BoardGameGeek.com. Taking your trusty list in hand, you have to go card-by-card through the decks, checking each one to see if it's an expansion or base card. Not recommended.

### THE VERDICT

Because each game you play uses a subset of the Level 1 Advancement deck, but all of the Level 2 and 3 cards, including *Vale of Magic* in your game is like adding seasoning to a meal — it adds some distinct extra flavor without taking over.

If you enjoy playing the original *Mystic Vale*, then the *Vale of Magic* expansion is an easy purchase decision. It adds fun, new facets to the game without burdening it with bunch of extra rules or breaking the game's elegant flow. Give the expansion a try and explore new areas of the game's world, meet new creatures, and do your part to restore the fertile Valley of Life.

Good luck, fellow druid!

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



# NEFARIOUS

The Mad Scientist Game

LET THE SCIENTIFIC RACE FRENZY  
BEGIN! HURRAH!

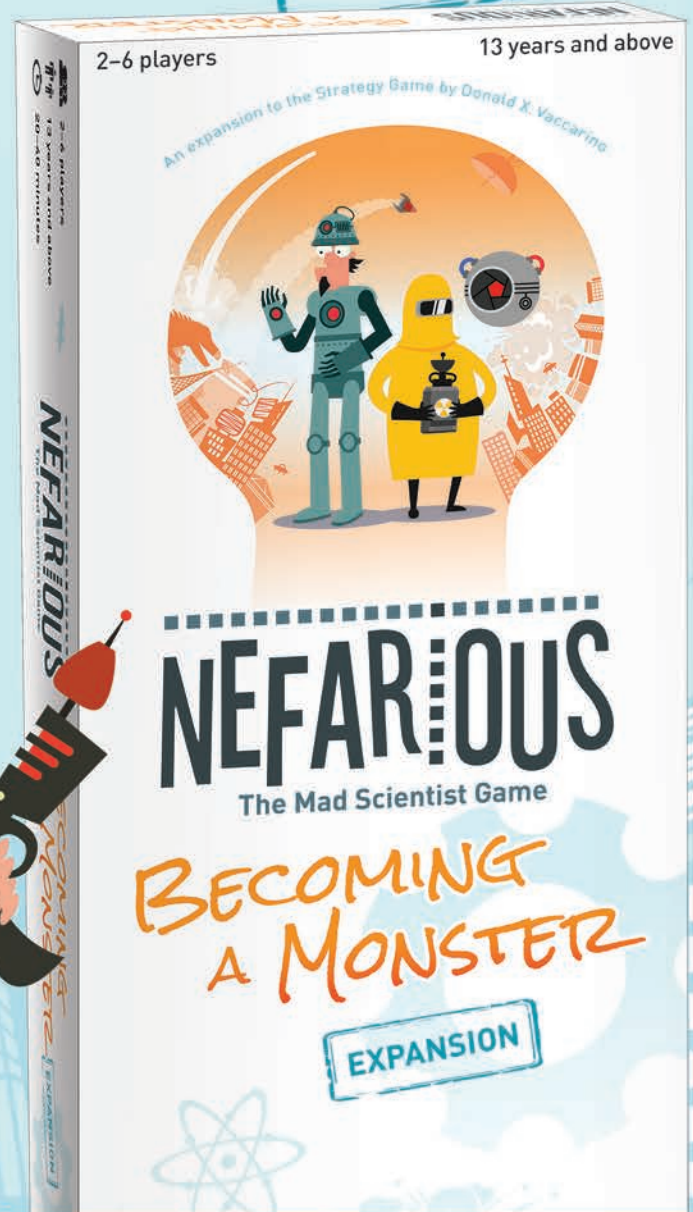
Who told you that scientists are nice, harmless eccentrics? In this expansion, you'll find new technologies and new methods to your madness. Be ready for new Inventions with abilities that can be used repeatedly, new Twists adding new places to send Spies, and even more monstrous Twists that insert new Action Cards to the game—Develop, Experiment, and Produce.

**INCLUDES:** 20 new monstrous Invention Cards, 25 even newer Twist Cards, 3 Role cards that move between players, Turn countdown card and countdown token, and 42 Action Cards



BECOMING  
A MONSTER

EXPANSION



AVAILABLE MAY 2017

NOT A STANDALONE GAME.  
NEFARIOUS: THE MAD SCIENTIST  
GAME REQUIRED FOR GAME PLAY

AGES 13+  
2-6 PLAYERS  
MSRP \$19.95

f t i | **USAopoly**  
usaopoly.com

USAOPOLY is a trademark of USAOPOLY, Inc., and is registered in the United States. Copyright © 2017 USAOPOLY, Inc. All Rights Reserved.

# MOROCCO (FRD 101824)

From Eagle-Gryphon Games, reviewed by Rebecca Kaufeld

 13 & Up	 2 - 5 Players
 45 Minutes	 \$49.99

The markets of Morocco overflow with possibility. It seems like chaos: the sound of chattering vendors and clattering crates mixes with the jingle of coins in their visitors' pockets, and you can practically smell the anticipation in the air. The noise is almost musical, and vendors like you are drawn to it.

There's plenty of competition for space, but you're confident that your business will succeed. You'll only need a bit of cunning and luck to claim the prime areas of the market; after all, your assistants and bodyguards will do most of the work.

That's what you hired them for, right?

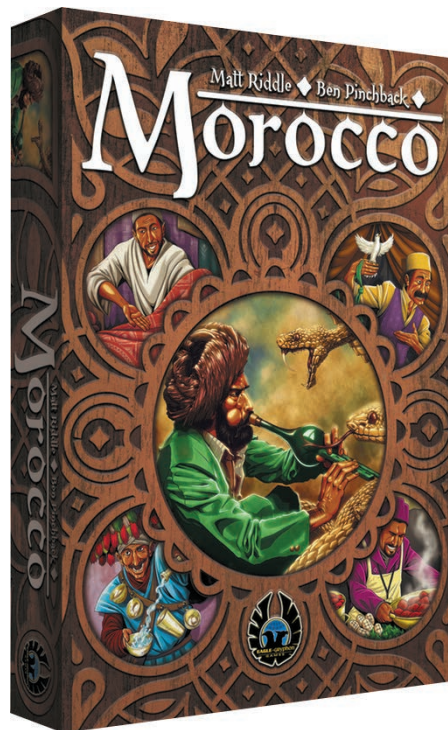
In *Morocco*, players work to become the most successful vendor in the market. By scouting the best areas and assigning workers to stalls, they try to outwit each other in a clever game of strategy and chance. Two phases and multiple rounds later, only one vendor will be the most successful; for everyone else... well, there's always tomorrow.

The key to becoming the most profitable vendor lies in the information they gather. For example, where are people going in the market? Where are the other vendors setting up? Is there a corner to avoid, or someplace they have to be? From the rooftops above, everyone can see the market, outlined like a grid. It's the perfect spot for scoping out their next move.

Since all the stalls look alike from the ground, in order to differentiate between one area and another, each row and column is identified by a particular color: orange, black, purple, green, or brown. These colors allow vendors to select which area they'd like to send assistants to on the ground below – however, those colors represent information, and information has a price. Players spend the first phase gathering corresponding colored cubes to spend on sending their assistants and bodyguards to chosen aisles in the market – they don't always get to choose the colors they receive, but where there's a will, there's a way.

Once the information is confirmed and they've gathered their colored cubes, it's time for phase 2: assigning assistants, bodyguards, and the occasional tourist to the market. Each stall has four spaces available for occupants: assistants take one spot, bodyguards (due to their imposing size) count as two... and if a tourist stops by, they take up one space, too.

Tourists, though, have a tendency to move...



When all four spaces of a stall are accounted for, a scoring round begins. The stall itself is awarded to the most represented player (usually accomplished with multiple assistants, a bodyguard, or others). They receive 5 victory points, and place a market tile on the stall, identifying it with their color for the rest of the game. The second and third players in the stall also reap rewards -- victory points, coins (which can be used to complicate things later in the game), and access to one of their bodyguards as a future turn. Not bad for showing up to the market for a turn!

There are plenty of other secrets in *Morocco* (including juice sellers with bonus points, gold coins, and tourists that wander from one stall to another), but I'll let you discover those on your own. Game end triggers when there are five or fewer stalls available for vendors to take over; at the end of that round, players count up their points, and the most successful vendor wins!

*Morocco*, brought to you by Eagle-Gryphon Games, is a work of art. Not only is it visually beautiful and incredibly organized (which is a rare feat for board games), but the game, itself, is a marvelous balance of strategy and luck. Players plan, gather materials, and compete against each other for power in a legendary market of the world: the crossroads of culture, Morocco.

...

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*



# MALIFAUX 2E



THE QUEEN'S RETURN **\$50**

WYR20435

Wyrd

WYRD-GAMES.NET

© 2005-2017 WYRD MINIATURES, LLC.

**BLOOD BOWL - 2016 EDITION (GAW 200-01-60)**

From Games Workshop, reviewed by Thomas Riccardi

 12 & Up	 2 Players
 45 - 120 Minutes	 \$99.00

For some people, Sunday is a day of rest and relaxation, but for others it's a day to shout, scream, and yell at the television. Gladiators face each other on the gridiron as they jockey for position and try to score against the opposing team. Of course, I'm talking about the great American pastime of football, and Games Workshop grabbed the pigskin and ran with it to create *Blood Bowl*! It's been years since *Blood Bowl* first appeared, and now Games Workshop is bringing it back to its former glory. But, is this a game you'd want to play rather than watching the NFL on Sunday kickoff?

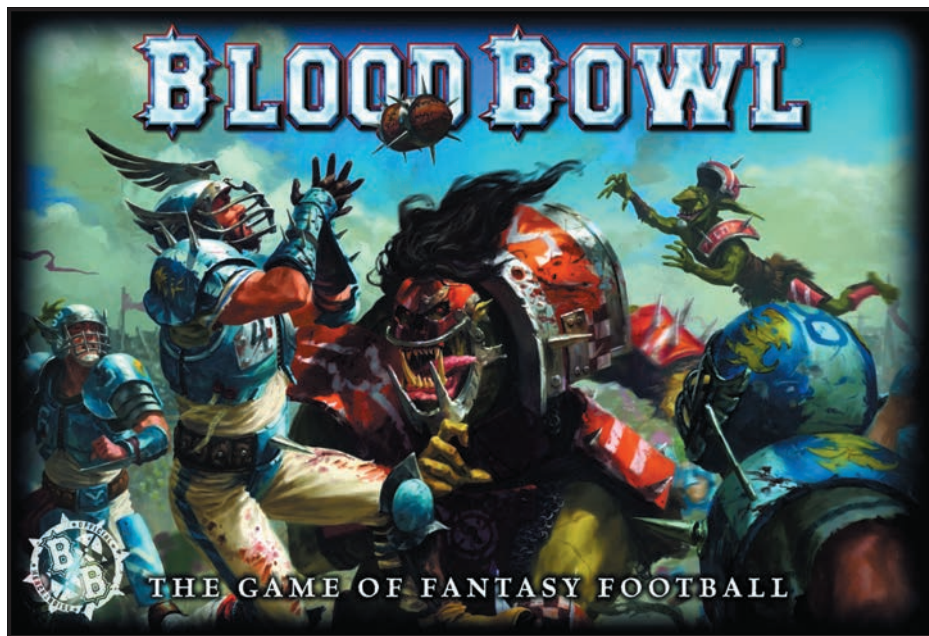
This latest edition of *Blood Bowl* is jam-packed full of goodies to get two players onto the field of play straight out of the box. The base set comes with two teams (and their miniatures) — humans and orks — each with twelve players per side consisting of six linemen, two blitzers, two throwers, and two catchers. These miniatures are highly detailed and are easy to snap together, complete with a guide showing how to assemble and paint 'em. There's also templates included to measure distance for throws and scatters crafted of the same sturdy plastic as the figures. Also, included in the boxed set are dice (one for each team), a double-sided, cardboard playing field, and a 56-page rulebook.

*Blood Bowl* is played similar to that modern football is — but more brutally. The object is to not only score touchdowns, but to *incapacitate* as many players on the opposing team as you can. There are sixteen rounds and the team with the most touchdowns at the end of those rounds is declared the winner.

The rules of *Blood Bowl* are pretty straight forward, and if you've played a Games Workshop game before you'll pick up on the rules rather quickly. However, if this is your first introduction to gaming don't be intimidated, as the rules are broken up and easily explained with concise, step-by-step guidance. First, the playing field needs to be set up, sides chosen, and one team designated the receiving team while the opposing team kicks off. Once the ball is in play, the teams can move across the field in their designated rounds. During each round, you can move, blitz, tackle, and throw the ball, and once an action is selected you roll for success or failure. During

play you'll be rolling the dice to either evade a tackle or catch a pass. Failure to do so might result in a fumbled ball or a player that you need succumbing to injury. And once a player is KO'ed he's removed from play, so you need to play smart if you're going to win this gruesome game of gridiron combat.

The rulebook also includes a few additional rules to make the game more interesting. Some of these cover everything from weather

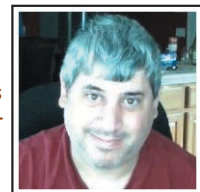


and imposing time limits on turns, to interceptions, fumbles (which happen often in this game), and assisting in a block. Rounding out the rulebook is a bit of history behind the grueling sport of Blood Bowl, including how it got its start to some of the MVP's and key teams. While the core teams are the Reikland Reavers and the Gouged Eye, you can introduce other teams (for example: The Marauders for the human player) or create your own team name and color scheme.

One of the things that I love about this introductory game is that it has a very appealing price point — \$99.00. There are more teams as well as star players coming soon, however, you can play the basic game with everything that's in the box. Whether you're a newcomer to the sport or a diehard veteran, this latest edition of *Blood Bowl* scores big! For more information on this and other games head over to [www.gamesworkshop.com](http://www.gamesworkshop.com) and get ready for some football!

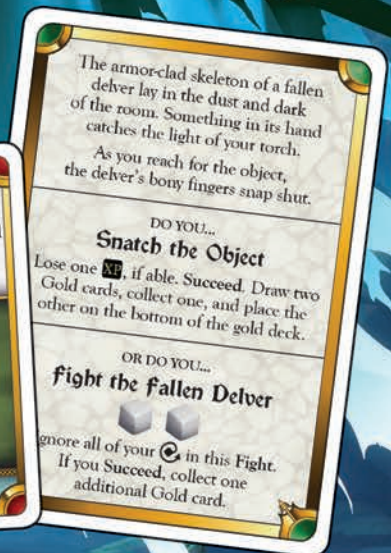
...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*



Coming June 2017

# DELVE



## A Dungeon Building Adventure

Designed by legendary talents Richard Launius & Pete Shirey, Delve combines tile laying and an immersive narrative experience in a new and exciting way.

IBCDEL1 – \$49.99



**Indie  
Boards  
& Cards**

# STAR WARS™

## DESTINY

### SPIRIT OF REBELLION BOOSTER PACKS

Bring the heroes and villains of *Rogue One* to your games of *Star Wars*™: *Destiny* with *Spirit of Rebellion Booster Packs*! *Star Wars*: *Destiny* invites you to play out any duel you can imagine, and with these new booster packs, you can bring the thrilling missions and undercover ops of *Rogue One* to your tabletop.

*Star Wars*: *Destiny* Spirit of Rebellion Booster Packs  
SWD04 | \$2.99 Per Pack | 36 Booster Packs Per Box



[FANTASYFLIGHTGAMES.COM/SWDDESTINY](http://FANTASYFLIGHTGAMES.COM/SWDDESTINY)

© & ™ Lucasfilm Ltd. The FFG logo is a ® of Fantasy Flight Games.

